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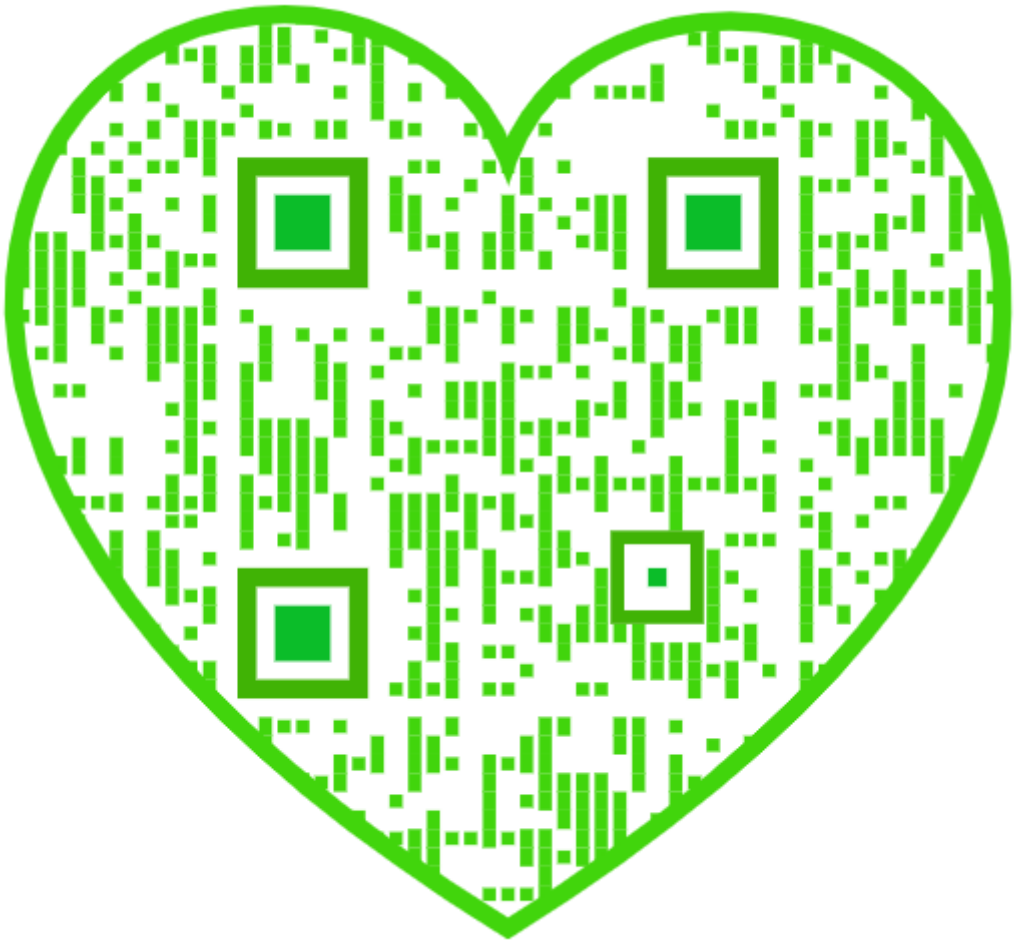
PARLOR GAMES AND PARTIES



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PARLOR GAMES AND PARTIES

FOR YOUNG AND OLD

Amusement Ideas for All the Family
All the Year

Gathered by
CARLETON B. CASE

Shrewesbury Publishing Co.
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INTRODUCTORY

THE proven ideas of others are most valuable in furnishing us with ready means and methods of entertainment, whether it is to amuse the juvenile members of the family or to interest a circle of neighbors and friends. The most desirable amusement ideas are those which are not worn out by frequent repetition, which come as a pleasant surprise to the participants because new to the locality and interesting to all concerned. The Ladies' Home Journal and Woman's Home Companion have given space to the ideas here set forth, and it is chiefly from their pages that the selection is made. The mother and the woman who entertains will be especially pleased with this collection.

PARLOR GAMES AND PARTIES

JOLLY PASTIMES

Alliterative Acceptances

ONE of the surest ways to destroy the tension that too frequently characterizes the first hour of an evening party where the guests are not well acquainted with one another is to introduce a guessing game in which the participants do not sit down but move about the room. And if the hostess can make the game reveal the ingenuity of her guests still greater interest and enjoyment will be added and she may increase her laurels won as an entertainer. A game which answers this purpose may be called "Alliterative Acceptance."

In response to the invitations, which the hostess should write with as much alliteration as possible, so as to inspire those to whom she writes, each guest is requested to send a sentence of about ten words, the prevailing initial of which is the same as his or her name, and which gives a hint of some characteristic of the writer, such as his business, hobby or personal peculiarity. These sentences, but not the names of the guests, are then written singly on cards and numbered to correspond with the names of the writers. After attaching little loops of baby-ribbon all will be ready for the evening.

Upon arrival each guest is given a card to wear, told to guess the names of the persons to whom the sentences refer, and to write his answers upon another card, which, with a pencil, is furnished also. Should a guest obtain his own sentence he may or may not ask his hostess for another card, but by keeping his own he may divert suspicion—always a fun-provoking practice.

After allowing a reasonable time for guessing the identity of the writers may be revealed and the correct and incorrect guesses counted by each participant. Additional fun may be obtained if the sentence is read aloud and the guests asked to announce the name of the writer.

If desired, prizes either for the best two lists of correct guesses, or for the best and poorest (the booby), may be awarded.

The following samples of alliterative sentences may serve as suggestive:

Mr. Moore, a banker: Mercenary mortals make money merely to mitigate mundane matters.

Miss Smith, dressmaker: Several softly-sighing spinsters sew sedulously in silent solitude.

Mr. Tucker, a lover of horseback riding: The tenderfoot trotter takes trivial tosses as terrible tumbles.

Mr. Allen, a lawyer: Attorneys are always attempting artifice and aspiring to arrogance.

Miss Williams, a school-teacher: Who whimpers when whining whippersnappers are whacked?

FRANCES WOODWARD.

A Candy Jack-Straw Party

We arranged five tables, each one having its particular color scheme. Table Number One was arranged in green, and a quarter of a pound of tiny green twisted candy-sticks were heaped in the center upon a dainty green and white paper doily. Four pretty place-boxes were made of white water-color

paper, their corners tied with narrow green ribbon and edges tinted green. These were to hold the booty won during the game. The four other tables were done in different colors—for you can buy candy-sticks of all colors at a confectioner's.

Pretty hand-made tally-cards were easily arranged. There were four of each color for the five tables, and the pencil ribbons matched the tables. Partners were found by printing upon a man's card the opening bar of a popular song, and upon a girl's the corresponding words.

The game started. Each one in turn tried to pick from the center pile as many candy-straws as he or she could with a pair of candy-tongs. In five minutes the bell rang and the partners with the highest booty marked their tally-cards and progressed to the next table. It was perfectly allowable to munch upon the candies won. When the jack-piles were demolished the game was called and prizes awarded to the two star performers—a huge candy cane to the man and a candy sunshade to the girl. This latter was made by using a candy cane for the stick and putting fluffy tissue-paper skirts upon it.

A jolly game followed this as a test of artistic ability. Cards were passed around with some well-known event written on the back of each—something so thrillingly dramatic that all were inspired, such as St. Patrick driving the snakes out of Ireland, Macbeth and the Three Witches, etc.

In numerical order the guests illustrated their subjects upon a child's blackboard. The "audience" wrote upon their cards what they conjectured the pictures to be. The artist was not allowed more than three or four minutes, and a prize was awarded to the best draughtsman—a huge tin medal with proper inscriptions, hung upon a scarlet ribbon.

A chafing-dish supper was served, a man making Welsh rabbit and a girl creating lobster à la New-

burgh. Two chafing-dishes were used, and in addition sandwiches, olives, salted nuts, cakes and chocolate were served. Upon the center of our board we arranged what we called the "Pie of Fate," which held in its mysterious depths the future of our guests. The "pie" was made out of a rather large, round hatbox with sides lowered to about four inches and a half, covered with a ruffle of crêpe paper. Through this tissue-paper cover ribbons attached to the packages were threaded with the place-card on the other end. Now in these packages were supposed to be the photographs of the future life-partners of the guests. I plundered an old photograph-trunk until I got twenty funny human specimens. To a man who openly admired sylphlike beauty I gave the picture of a portly, bejeweled woman with tiers of double chins; and to a young lady who professed mortal hatred of hirsute adornment upon the stronger sex I bestowed a heavily-whiskered, foreign-looking man, etc. When the refreshments were served each one drew his package from the mystic "pie."

MAUD TONSEY.

Musical Merriment

A musical club, having decided on a social evening, arranged six tables, on each of which was a banner, having on it a staff, clef and signature. The men and women were each given half of a strain from a familiar musical composition, which were to be matched; and each pair were assigned to a table having the banner with the signature corresponding to the key of their strain. Nearly all the strains could be found in the music they had studied during the winter.

At the tables were cards bearing anagrams of composers' names, four on each card. For instance, on one table the cards bore the letters: "mahbrs," "bsecrhtu," "zoramt" and "lahden," which were

translated into Brahms, Schubert, Mozart and Händel. At the stroke of a bell all four at each table moved to the next, having written on paper as many of the names as they had succeeded in forming. When all had progressed the papers were taken up to be corrected, and prizes were awarded. The first prize was a small bust of Schubert, and the last prize, a mouth-organ.

Then twelve familiar motifs from the different music studied during the winter were played, and each guest wrote the name of the piece from which the motif was taken. The one who had the most correct list received a St. Cecilia photograph, and he who had guessed the fewest, a music primer.

The banners were now turned, showing on their reverse sides small pictures of twelve great composers. Four cards for each composer were distributed, two tied with blue ribbon for the women, and two with red for the men. Thus the four who recognized Mozart's face would be seated at his table. The object of the committee, of course, was to bring strangers together. When they were seated supper was served.

CAMILLA J. KNIGHT.

Clever "Character" Game

One of the company leaves the room. A name containing as many letters as there are persons remaining is chosen, and to each one a letter of the name is assigned. Each is expected to choose a character whose name begins with that letter.

The one outside is called in and told where the name begins and ends, all, of course, sitting in the order of the letters. He has either a certain time or so many questions allowed him to find out each letter and thus spell his way to the end.

FREDERICK S. LAW.

A Period Party

"Will you give us the pleasure of your company Friday evening, dressed in a costume of the period of 1830? 32 Main Street."

The invitations for the evening read like the above, except that each date was different; the invitation cards were circular. On the evening of the party the electric lights in the room had colored tissue-paper balls over them (representing periods), and many balls were festooned throughout the rooms.

The guests were requested to compose a story that might happen in some period to come, say 1950. Each guest wrote one sentence, and the one who could carry the story along fastest in the shortest sentence and reach a period first received a prize. The sentence, "I came, I saw, I conquered," was an illustration of a good deal of action.

The hostess announced to her guests that each lady should grasp, unaided, that floating period in the dining-room on which was the date corresponding with her costume. The floating periods were toy balloons flying loose—an electric fan is an excellent device for keeping them bobbing up and down. The string of each balloon had a small package at the end holding paper hats for the lady and her escort.

The place-cards were round, and below the name of the guest was written:

Periods—Mayonnaise dressing
Periods—Wheat
Periods—Sweet
Periods—Frozen
Periods—Crinkled and broken
Periods—Split, browned, brewed

The first was potato salad, the ingredients cut round; the second, sandwiches cut round; third, round cakes; fourth, ice cream formed like snowballs; and English walnuts and coffee were the last two named.

MYRTLE MARGUERITE MINOR.

ST. VALENTINE FROLICS

AN ENTERTAINING way to open a Valentine party is to have the guests shoot at a heart with bow and arrows.

In the center of a sheet of cardboard paste a large red heart, ten inches across. Then with a penknife cut this red heart out from the rest of the cardboard. Make it like a little door, fastening it on the left side with paper-fasteners in place of hinges, and an improvised turn-buckle on the right side.

Have ready one small bow and a number of arrows. Allow each guest two turns to shoot the heart. If the heart is pierced the archer may unfasten the turn-buckle and reach in for a tiny heart-shaped box of candies, a number of which should stand in readiness behind the target as trophies.

LOVE IS BLIND.—Put the boys and the girls in separate rooms, and appoint a doorkeeper. The first boy is blindfolded, and the doorkeeper brings in a girl. She must go up and shake hands with the "blind" man.

"How do you do?" asks the "blind" man. The girl must reply, but she may disguise her voice, or even whisper. He is allowed one more question, and then if he cannot guess correctly who the girl is he pays a forfeit, and the girl is free to return. If he guesses correctly she is blindfolded and the questioning repeated by her to a boy chosen by the doorkeeper.

THE GAME OF TASKS.—For this game, too, the boys and the girls are separated. Let each side determine

on one, two or three tasks, according to the number of guests—the more guests, the fewer tasks.

When the tasks have been decided upon a girl goes into the room where the boys are and sets to work. Meantime a boy has also gone into the girls' room to do their bidding. When each has finished a second girl and a second boy are detailed.

The tasks may consist of any little every-day bit of work. For instance, the girl may be told to step on a chair and lift down a picture from the wall; to take a handkerchief and bind up the wrist of a boy supposed to be hurt. A boy may be obliged to help a girl on with her coat; to fasten a flower in her hair. When all have had a turn the girls vote to decide who is the most graceful boy, and the boys vote for the most dexterous girl, and prizes are awarded.

CINDERELLA.—If the girls at the party have on low slippers have them go back to their dressing-room and each remove one. Take the slippers to the library and place them in a row on the table. Have the boys guess the owners; give a prize to the girl whose slipper is rated the daintiest, and another prize to the boy who guesses correctly the largest number of owners of the slippers.

PROGRESSIVE WISHES.—Arrange tables as for progressive euchre. Provide each guest with a red pasteboard heart about four inches across. It may have two or three hearts of white notepaper fastened on the back, and it must have a red lead pencil attached by a cord. When the bell rings partners exchange hearts, write a brief wish, sign their names, and return the hearts to their owners. A man might write, for instance:

May you always have
"Bonnets and slippers, collars and shawls,
Dresses for breakfast, for dinners and balls."

or:

I wish you "The homage of all mankind."

A girl might write:

I wish you "Great riches, great authority."

or:

I wish you "The possession of the hearts of all whom you meet in life."

After time has been given in which the wishes may be exchanged the bell rings and the players progress, or change seats. They exchange hearts with their new partners, and receive more wishes. These hearts will make most charming souvenirs for the guests to carry away.

WHO SAID SO?—Provide the guests with paper and pencils. Read a quotation, and ask the guests to name its author; give a few minutes' grace. They are to write at the top of the paper: "Number 1," and then the name of the author of the quotation. A second quotation is read, and so on until twelve have been delivered. As it is St. Valentine's Day the quotations may all be of a sentimental turn. The player who has guessed the greatest number of authors of the quotations wins a prize.

It is well to select such quotations as:

"But I'll love him more—more—
Than wife e'er loved before,
Be the days dark or bright."

—*Jean Ingelow.*

"A perfect woman, nobly planned,
To warn, to comfort, and command."

—*Wordsworth.*

"Did never mortal eyes behold such heavenly grace."

—*Spenser.*

"I warrant thou art a merry fellow and carest for nothing."

—*Shakespeare.*

"O, Eleanor, thou fair and good,
Thou perfect flower of womanhood,
Thou royal rose of June."

—*Tennyson.*

HEARTS UP!—This is something like the old game of "Up Jenkins," but more fun. Have the company sit around the longest table you can get, the places occupied by ladies and gentlemen alternately. The company is divided in two sides, lengthwise of the table.

Provide each player with half a dozen counters; these may be dominoes, cards, beans, matches, or any small articles which are at hand in a quantity. Then have a small heart which is to be passed from hand to hand beneath the table. A celluloid heart, a glass heart, or anything of that sort will do.

Those on the side which is to play first take the heart. They make a great show of passing it diligently under the table from one player to another.

The leader of the other side calls: "Hearts up!" All those on the playing side double their hands into fists and hold them up. "Hearts down!" calls the opponent. Then the players all slap their hands, palms downward, on the table (which, by-the-way, must be without a cloth).

The opponents guess who has the heart. They begin at the left end of the table, the guesser saying to a certain player, "Take up your right hand, please." The player takes it up. If the heart is there it goes to the opposing side. If not the player who guessed gives the other a counter, and the person next him takes a guess. They keep guessing and paying counters until they get the heart. Then they play. The game is to get all the counters away from one side or the other.

RETTA K. TOURISON.

A St. Valentine Party Favor

For a pretty work-bag, cut from white denim three heart-shaped pieces, each with a diameter of thirteen inches. Around the edge of each embroider or paint small red hearts as a border, each an inch and a half

in diameter. In the center of each large heart stitch a smaller one, six inches in diameter, to serve as a pocket. Embroider on it a red arrow, piercing it through. Join the three large hearts by whipping their edges together, leaving the top open so that they form a bag. If desired the border of hearts may be omitted, and the large hearts bound with red ribbon. Sew loops of red or white ribbon to the three places near the top of the bag where the three hearts join, and carry long ends of the ribbon upward and tie together to hang the bag by.

MRS. N. B. MATHES.

A Pretty Rose Luncheon

A most charming affair was a luncheon given by a a girl friend, and the whole house was abloom with roses, made of crêpe paper, great branches of them banking mantels and decking bowls and vases everywhere.

The luncheon-table was artistic in its decorations of roses that in their almost natural beauty suggested the warmth of June. The table was covered with bobbinet over pink, with a fluffy ruffle around the edge. A large basket overflowing with roses and real ferns formed the central decoration; the handle was wrapped with asparagus ferns caught with roses, and at the top of the handle was a fetching bow of pink tulle; the basket rested on a mirror base. At the four corners of the table were single candlesticks with fluffy shades caught with roses. Placed about on the table were small pink baskets of spun candy, the handles tied with ribbon in which small roses were caught, and the baskets were filled with bonbons. The favors were little baskets made of raffia and filled with pink confections.

The doilies on this table were unusually dainty—the idea for them was original with the hostess, who is a clever girl, and perhaps a description of them

will bring a welcome suggestion to some other girl who may want to make some like them. They were made of wash blond lace; the edge was finished in buttonhole-stitch done with an opalescent floss. Roses, tinted with tapestry dyes in the delicate tints of the natural flower, were scattered over the doily, the outlines of the flowers being darned with floss of rose color.

The salad was served in rosy apples. The dessert course was particularly pretty; the cream was brought on in little glass dishes set in a large rose, the flower concealing the dish. Little pink, heart-shaped cakes were served with the cream. LILLIE MARTIN.

For Trimming St. Valentine Cakes

After the cakes for a St. Valentine party-table have been smoothly iced with a plain boiled icing long sprays of roses may be drawn in a design upon their top by pressing through a cornucopia of stiff paper some of the left-over icing, which has been colored by mixing in it some cherry flavoring; the tinted icing is pressed through the cornucopia in a stream which is moved along to form the rose design. If an elaborate design is desired it is best to mark it out beforehand on the iced surface of the cakes. A second cornucopia filled with icing colored green may be used to form the stems and leaves. A running vine of roses around the sides of the cakes enhances the appropriateness of the decoration.

Another pleasing effect is made by covering the cakes all over the top with white icing, a pink rose in the center and a border of pink icing hearts around the edge. MRS. A. C. CONNOR.

Cupids Graced This Table

A St. Valentine's day table which delighted the girls who sat around it had as a centerpiece a basket loosely filled with pink roses, and a flying Cupid was

suspended over it from the chandelier. The candles had rosy shades, and by each place-card was a little image of St. Joseph, the kindly saint who brings a girl her sweetheart. These little metal figures of St. Joseph were bought in New Orleans, but they may be found readily in almost any place.

With Oranges and Red Roses

An orange luncheon is quite easily arranged. At an orange luncheon given in Southern California orange blossoms and oranges on their stems entered largely into the decorations, combined for relief with great sprays of red roses arranged in tall Japanese vases. Place-cards were hand-painted with roses and tied with baby ribbon to wide bands of orange ribbon, which passed from each plate to the center of the table. Below the place-cards was a narrow fringe.

Oranges variously served formed an important part of the menu, one of the prettiest dishes being orange jelly cut in cubes, and served in orange baskets set in beds of cracked ice, surrounded with the dark, rich foliage of the orange tree.

At the close of the luncheon the ribbons were drawn from beneath the centerpiece of orange blossoms, disclosing dainty and inexpensive valentine souvenirs of orange wood. VIOLET SHIPLEY.

A Valentine from Wall-Paper

Some kinds of wall-paper have extremely pretty designs in large, freely-drawn flowers of bright but not coarse coloring. Cut from a floral design of this kind a single spray or blossom so that the cut piece has an irregular, graceful outline; find the duplicate of this part of the design, and tie them together at the top or the side with ribbon that harmonizes. Paste within a photograph or a little verse of greeting for St. Valentine's Day.

CARRIE W. EDWARDS.

MARCH MERRYMAKING

A Progressive Party for March

A GROUP of high school friends, a social club of boys and girls, or a church society of young people will enjoy giving a new kind of progressive party on March 1st or March 31st.

Send out invitations written on cards reading as follows:

March is the month of all the year
When lamb and lion do appear,
When pussy willow comes anew
And March Hare scampers into view.
If you would meet these creatures four
And maybe several others more,
Then come prepared for work and play
To Grangers' hall, March first, the day.

On the invitation cards, tiny hares, lions, lambs, or sprays of pussy willows can be outlined or traced by means of carbon paper from pictures.

The guests upon arrival draw from a basket containing tiny toy or cracker lions, lambs, rabbits and cats, whichever kind of favor they wish.

According to the favor each one draws the guests take their places respectively at the March Hare table, the lion table, the lamb table, or the pussy willow table. Each table is marked by a distinguishing centerpiece; at the March Hare table is a plaster rabbit, at the lion table a toy lion, the lamb table has a woolly lamb on wheels, and the pussy willow table a bunch of pussy willows or a stuffed cat.

The fun is now ready to begin, for with the implements and materials provided at each table the guests are required to produce a facsimile of the animal for which the table is named. Different materials are provided at each table, so there is no monotony as the guests progress from table to table after half an hour's stay at each one in turn.

Modeling clay is the medium in which the March Hares are to be done, and no implements except fingers are supposed to be used, though if a boy slyly makes use of his jackknife there are no embarrassing questions asked.

The lions are to be carved from potatoes with the aid of little kitchen vegetable knives, and the lambs are to be fashioned from cotton wool, matches, and mucilage.

At the pussy willow table the guests must show how expert they can be at cutting cats, free hand, from flannel. Beads for eyes, and floss and bristles for whiskers, are also furnished.

Prizes are given for the best and the worst specimen at each table.

A rabbit's foot charm, a small reproduction of the Barye lion, or the well-known Perry picture of a lion, a Dresden-china lamb or shepherdess, and a pussy-cat plate, pincushion or paper weight are suggestions for first prizes, and four little tin horns painted green may be given as booby prizes to the four "greenhorns" who have the worst showing.

EMILY ROSE BURT.

A March Hare Easter Party

A party of children were delightfully entertained by one of their number at a March Hare Easter party.

The invitations were bits of cardboard, folded double and cut in the shape of an old-fashioned silk hat, such as the Hatter wears in the illustrations of Alice's

Adventures in Wonderland. The fold, coming at the top of the hat, formed the hinge. A tiny sketch of the Mad March Hare decorated one of the cover pages and the expansive smile of the Cheshire Cat, the other. When unfolded the following lines were disclosed:

The Looking-Glass people delighted will be
If you will consent to come and take tea
On March twenty-ninth—very soon after three—
With Alice, the Hatter, the March Hare and me.
DOROTHY BLAKE.

The guests were received by the little hostess and her small brother. Dorothy was gowned in a quaint white frock with short puffed sleeves, full skirt, ruffled pinafore with pockets, blue and white striped stockings, blue sash; and with her hair brushed straight back and bound with a blue ribbon she looked as though she had just stepped out of one of the Lewis Carroll books. Her brother's collar and tie of monstrous size and his tall hat unmistakably proclaimed him to be the Hatter.

Besides the usual childish games, a Caucus-race was a feature of the party. This Caucus-race differed somewhat from the one described by the Dodo in "Alice in Wonderland." A basket of small inexpensive toys with an Easter bunny mounting guard was placed in a corner of the room, and the children marched around the room in a circle to the music of the piano. When the music stopped the child nearest the basket selected a toy and dropped out of the race. The other children again took up the march, and this was repeated until each had a toy.

Just before going home the children joined in a Humpty Dumpty hunt. A tiny basket was given to each and these they filled with the Humpty Dumpties (candy eggs) which were concealed about the rooms, and carried home with them. ANNA NIXON.

THREE NEW BIRTHDAY PARTIES

A Marine Birthday Supper

ONE of the girls in our bachelor girls' home would soon have a birthday. She had been sighing for a "whiff of sea air," being a sea-lover, but it was not to be had. The artist smiled meaningly, and when the "Birthday" girl went out for the evening, unfolded her plan; it was hailed with delight and acted upon. The evening of the day, as "Birthday" entered her room she found a note on the dressing-table requesting the pleasure of her company at a "Marine Supper," and she was to dress accordingly.

Three of the girls came in to escort her to the living-room. What a transformation had been effected! Across the ceiling, over the mantel, and in corners a long piece of fish-net had been picturesquely draped. From its meshes hung seaweed and moss. In other meshes were cool-looking water views, and some of these were also grouped on the walls. Through it all "Birthday" plainly sniffed the odor she was homesick for.

Out in the dining-room the conglomeration of clams, seaweed and salt-water was perfect. In the center of the dining-table was placed a mirror, its edge encircled with pink-tinted seashells and seaweed. The center of the glass reflected a little yacht with its "white wings" spread, tiny lanterns with red and green lights swung from its masts, and corresponding

lanterns of larger size depending from the fish-net furnished all the light needed. Seaweeds trailed all over the white cover, and large shells were utilized for the relishes.

The supper commenced with clam bouillon. Then followed other marine dainties—lobster salad served on crisp lettuce leaves, baked clams on the half-shell, crabs served whole, and oysters. The dessert was Irish moss jelly, marshmallow cakes and a fruit punch.

This delightful little surprise cost only three dollars—for the supper menu. The picture-dealer of whom the artist bought her supplies was glad to lend her any number of views, merely framed in "mats." One of the girls had borrowed the piece of fish-net, and at the fish-market quantities of seaweed could be had for the asking. Another girl had a beautiful collection of seashells, little lanterns and ship models bequeathed her by an uncle who was a sea-captain.

T. Celestine Cummings.

An Overall Birthday Party

These invitations were written:

Dear Friend:

Thursday will be my seventh birthday,
And Mamma says will you come and play
From three o'clock till half-past six
And help eat the 'freshments she will fix.
We'll play outdoors if the weather is fair,
So you needn't primp with very great care—
Your second-best suits and dresses will do,
And you'd better bring your overalls, too.

Your little friend,

Julia Brown.

Several tables were placed together, making one long one to accommodate all the children. This was draped in snowy linen and decorated with clusters of green leaves. Delicious little home-made cakes iced

white with red candied cherries in the middle, and cherry ice cream served on old-fashioned blue dishes, were the "'freshments." A large home-made birthday cake, iced white, formed the centerpiece. A wreath of cherries and leaves surrounded the base, while seven red candles in green holders ornamented the top. In the middle was a pile of brown sugar representing a sand heap, surrounded by a crisscross ring of tiny spades made of red icing. On the top was a funny doll in blue overalls and red three-cornered cap. One hand apparently held a spade sticking in the sand, the other the staff of a flag that waved bravely overhead. At each place was a red, a white or a blue cap similar to the doll's, but larger. These the children put on when they came to the table each arrayed in the required blue overalls.

From the table they went to the back yard, where three large piles of sand, with seven little spades to a pile, were in readiness. The children were formed into companies of seven, the reds, the whites and the blues, and at the tap of a drum marched to an allotted sand-pile, where each seized a spade and tried to see which company could make the handsomest fort in the given time. The reds won, and had the honor of carrying the flag and leading the way in the grand triumphal march about the premises.

No prize was offered, but the children carried home their caps and spades and a package of the birthday cake. A mother who wished to add to this plan might put a doll in overalls at each place, and offer as a prize either a flag, a doll or a drum.

Mrs. J. E. Heinzerling.

An Old-Fashioned Birthday Surprise

A party made up of delightful surprises was an old-fashioned one given by a bright, young girl in honor of a friend's birthday. The guest of honor understood that she was merely to call at the friend's

home for her to accompany her to spend the evening at the home of another friend. The delusion was carried still further by the darkened house and silent halls which met her. The lights flashed out, however, and the guests appeared from all corners simultaneously. The party was an old-fashioned one; a buffet supper was served and consisted of good, old-fashioned edibles, the table being lighted by Colonial candles shaded with pink papers and decorated with pink roses.

The birthday cake occupied a pedestal in the center of the table. It was iced in an old-fashioned fancy design, and attached to it were twenty-four ribbons to be held by the guests, all of whom pulled at once to find the ring, the thimble, the dime, the key and other souvenirs.

Quaint, old-fashioned candy shapes in white, with all sorts of odd sentiments painted in red, were a satisfactory mode of communication; paper poppers, A B C books, etc., furnishing all sorts of fun. The birthday gifts to the guest of honor were a wonderful and mystifying collection of toys and trifles. Some of the young men laid great coffee-pots of sweetmeats at her feet, the handles tied with butterfly bows of gay ribbons.

LILLIE MARTIN.

HOME PARTIES FOR GROWN-UPS

A Sampler Party

AS THE hostess on this occasion was a Colonial Dame and her husband a member of the Cincinnati she was the possessor of many household treasures. Among others, she one day unearthed a sampler worked by one of her grandmothers in 1806, and the thought occurred to her to give it a one-hundredth birthday party. Invitations with quaint phraseology were sent out to about twenty friends, ending with:

Come at four of the clock;
Bring your sampler and its history;
Wear your granddam's clothes;
Stay to tea.

There was an immediate response, and a great rummaging of garrets and trunks ensued, for all decided to wear whatever "grandmother" garments they had or could borrow.

The samplers were all dated, and ranged from 1730 to 1835. As the guests' names were drawn from a hat each in turn occupied the center of the floor, displaying and describing her costume, sampler and other heirlooms.

At six o'clock an old-fashioned supper was served, all the food having been cooked by recipes handed down from olden times, the long tables being set with old silver and china. MRS. JOHN B. CHURCH.

New Quotation Party

The first of the players announces a word, as, for instance, "darkness"; the second must immediately repeat a quotation containing the word given, such as:

"The darkness falls from the wings of night,
As a feather is wafted downward from an eagle in his flight."

The next player must seize upon any word in this quotation and announce it—as, for instance, "eagle," and simultaneously produce his own quotation, which may be, perhaps, "'What is that, mother?' 'An eagle, boy?'" The next takes the word "Boy," for example, and proceeds with "Little Boy Blue, come blow your horn."

Any word may be chosen, and everything goes —Byronic flights or Mother Goose verse.

The paying of forfeits as penalty for failure to produce a quotation in turn gives the hostess ample opportunity for bringing into prominence the talents of her guests. For instance, on an evening when this game is used, one penalty was the playing of an exquisite violin sonata; another was a fine recitation, etc.

A dainty book of poems may be given as a first prize, and a waste-paper basket might insinuate to the booby that heretofore, apparently, he had found all literature fit only to throw away.

ANNE WALLER COCKE.

A Burnt-Wood Party

Coal is scarce!
Come and burn wood at the home
of
Clara May Justice
254 Woodland Avenue
on January the ninth, nineteen hundred and fifteen

On the morning designated I received this invitation printed on a square piece of wood. My note of acceptance was not so original as that of a young man who sent a box in imitation of a lump of coal filled with pieces of licorice, and had written on the bottom of the box, "I will furnish my own fuel for the 'burning'—expect me!"

After the guests had assembled our hostess announced that we must collect the wood before we could burn it, and that we would find pieces of it hidden in the room. Small pieces of wood had been marked with numbers, and a few were burnt all over. We were told that the number indicated the value of the wood and the ones burnt were worth twenty plain ones. The prize for the victor was a large burnt-wood plaque.

Next our hostess produced a large breadboard and a pyrography set. The board was placed on an easel and we were told that she desired a composite picture of "the artistic efforts of those present." A sister of the hostess began by burning a tree, and each one was given a minute to burn his or her favorite object. The board was kept by the hostess as a souvenir. A burnt-wood picture frame was given for the best "one-minute" sketch.

Our hostess next passed telegraph-blanks and envelopes with the word "Pyrography" written at the top of each blank. This word was to be the cipher to our telegrams. After we had racked our brains for our messages they were inclosed in the envelopes and each addressed to the neighbor on the left. They were then collected, delivered and signed for in a book, which was afterward kept by our hostess as a treasure of autographs of those who were present.

Each telegram was read, much to the amusement of all; for example:

(*a*) Put your rubbers on, Grace! Rain at present harms youngsters.

(*b*) Please your real old girl right away! Propose! Hurry yourself!

The last one won a burnt-wood calendar.

We were next invited to the dining-room, where a flashlight picture was taken after we were seated at table. The table was laid for twenty-two. A brown vase in the center held a huge bunch of flaming red carnations, while at each end, between the candlesticks covered with red shades, were large burnt bowls filled with red apples and nuts. The dishes containing relishes, etc., were all of burnt wood, as were also the large serving forks and spoons. At each place a burnt clothespin held a red folded paper napkin, and the plates were wooden, burnt in beautiful floral designs, each different from the other. We were served with cold sliced jellied chicken, dainty, little odd-shaped sandwiches, tomato salad with mayonnaise dressing, escalloped oysters, rolls, olives, dark fruitcake, bonbons, coffee and cocoa.

After the refreshments had been partaken of, and all the dishes had been removed, a tray was brought in on which were tiny wooden cups and saucers. Our hostess passed one to each of us, calling us by our favorite nickname as she did so, and each one was surprised to find it burnt on the side of the cup.

MARY MARTHA CAMPBELL.

Novel Birthday Present for an Invalid

A young woman who had been identified in many of the activities of life was laid upon a bed of suffering and rendered almost helpless.

At the beginning of her sickness she was a member of a choir, a missionary society, the Daughters of the American Revolution, and a literary club of young women who for several years had met weekly to study Greek art and literature. The members of this club, all busy women (nearly all breadwinners for themselves and others), found time to read their club

papers to the invalid, and took turns in reading to her selections from the book they were studying. For her last birthday they made a novel scrapbook. The idea originated with one of the club members. They selected rather stiff cardboard of different colors: dark red, green, gray, brown, black or white, as best suited their purpose. This cardboard was bought in sheets twenty by thirty inches, and each member decorated one sheet on both sides according to her own fancy. One member of the club being a good photographer took the pictures of each member and filled one of her pages with these photographs, which she arranged to good advantage. This page especially delighted the invalid.

A music-teacher decorated her two white pages with beautiful musical pictures which are so easily obtained. Above some of the pictures she wrote the notes of a strain or two of an appropriate song.

A fellow-member of the Missionary Society made a missionary page, using pictures of missionaries, scenes from mission lands, and short articles about the work that the sick girl loved.

A gray background was selected as suitable for a Greek page. On this were artistically arranged pictures of the Greek gods, goddesses, heroes, temples and scenes, with a quotation or two from the Iliad or some of the Greek plays.

There was a Children's page, a Madonna page, a Daughters of the American Revolution page, a Christmas page and other appropriate pages.

There were twelve of these sheets, each having both sides filled with pictures, interspersed with poems, sketches, bright jokes and music. Two holes were made in the top of each sheet, one inch from the top edge and nine inches from the outer edge; soft ribbon one inch wide was run through these holes. This held all the sheets together.

HENRIETTA E. STORY.

WAYS THAT INSURE GOOD TIMES

THE hostess who was at her wit's end for a way to decorate her luncheon table, as she could not afford the expense of buying cut flowers, turned to her window-box of geraniums for help. The inspiration bore fruit, and six geranium plants were soon grouped in the center of her party-table. The pots were covered with green paper, and later, from the woods she gathered enough wild grapevine leaves to mass around the pots—close up to the bright-hued flowers. The effect was charming.

A happy girl designed and made some linen card-cases for souvenirs of the luncheon that was to be given in honor of an October bride. The ends of pieces of linen, each four inches by eleven in size, were folded over towards each other, almost meeting in the center. The edges—top and bottom—were turned in and neatly stitched together; the two inside edges were scalloped with buttonhole-stitch. Small monograms were embroidered in the lower right-hand corner in the front of the case, appropriate, of course, for each of the invited guests. The cardcase for the bride-elect was made of white linen, others of light green, a few of blue, and one or two of tan color. The guests were charmed with these dainty souvenirs, which proved most acceptable for use all of the following summer.

It was a bright idea to make ribbon photograph-folios for souvenirs of an autumn bride's party.

Three-quarters of a yard of satin ribbon was used for each souvenir—white ribbon for the bride and moss-green ribbon for the guests. On the white ribbon strip for the bride, at even spaces apart, snapshot photographs of all the guests present were pasted, and their four corners held firmly in place by triangular-shaped pieces of green mounting cardboard. On the folio for the guests, pictures of the bride and hostess only were pasted and held in place by corner pieces of gray cardboard. At the top of each ribbon the date of the luncheon and appropriate greeting were lettered in gilt. White cord loops were sewed on at one end, and buttons at the other. After being creased between each two pictures the strips were folded up and fastened. Much curiosity was aroused among the guests as to the meaning of the closed folios; they looked like small books. A name-card was tied to each one with ribbon to match.

Any one can do this and help to make a picnic luncheon appetizing: Remove the skin from ripe tomatoes, make a hollow in the top of each tomato by removing part of it, and wrap each tomato in a large lettuce leaf or a cabbage leaf and pack closely into a pan. In a separate dish carry salad dressing, and just before serving fill the hollows in the tomatoes with the salad dressing.

Don't be discouraged if you are not the owner of glass or silver candlesticks with which to decorate your party-table. One girl recently did this clever thing. She purchased a dozen carrots as even and regular in size as she could get them. Each one was sliced off at the wide end to form a base, while a hole large enough to hold a candle was hollowed out of the top. When finished with a little green vine twisted around each one they were extremely pretty and decorative and gave the finishing touch to a table trimmed with leaves and autumn fruits.

CHILDREN'S MERRY FROLICS

The Dukes of Marlborough

JUDGING from its name this game must have come to us originally from across the Atlantic. Two children, a boy and a girl, if possible, are chosen to represent the Dukes. The others stand in a long line opposite them. The Dukes advance toward them singing:

"Here come two Dukes of Marlborough,
With a ransom, tansom, tismal, tee.
Here comes two Dukes of Marlborough,
With a ransom, tansom, tee."

The line responds, singing:

"What is your will with us, sirs,
With a ransom, tansom, tismal, tee?
What is your will with us, sirs,
With a ransom, tansom, tee?"

The Dukes:

"Our wish is to be married,
With a ransom, tansom, tismal, tee.
Our wish is to be married,
With a ransom, tansom, tee."

The line:

"Will any of us do, sirs,
With a ransom, tansom, tismal, tee?" etc.

The Dukes:

"You're all too black and brown, sirs,
With a ransom, tansom, tismal, tee," etc.

The line:

"We're good enough for you, sirs,
With a ransom, tansom, tismal, tee," etc.

The Dukes:

"We'll take the fairest of you,
With a ransom, tansom, tismal, tee," etc.

The Dukes each choose a child from the line and then advance again, singing:

"Here come four Dukes of Marlborough," etc.

The verses are repeated again and again until all are chosen or the game palls.

ELIZABETH ROBINSON SCOVIL.

Peter in the Bramble-Bush

Two rows of children sit opposite each other, close enough so that their toes can touch, and their outstretched legs are the "brambles." Place an empty chair at the far end of the line, for this is "Peter's" home, and a boy is chosen as "Peter." Blindfold "Peter," and then have alternate pairs stick out their legs and make the "brambles." "Peter," with hands tied together, must leap over the "brambles" and reach his home in safety. As soon as "Peter" starts on his homeward journey all "brambles" are silently redrawn and the passage left free. To see "Peter" trying to leap over the "brambles" which are not there is very amusing.

PERCY WILLIAM HOLT.

Birds in the Nest

In order to play "Birds in the Nest" three birds must first be picked out. This is done by means of a rhyme-and-mark arrangement. The mark is any prominent object in the near background. It may be a door or window. Forming a circle, the children

who are to play the game revolve slowly as they repeat the following verses. As the last word is spoken they halt, and that child standing in line with the mark, or most nearly so, is considered a "bird." This circling and rhyme are repeated three times:

"We make a nest all soft and round;
We build it up, we build it down;
No daintier shelter shall be found
Than this one for our birdies."

The last of the three having been selected, they take their places inside the ring of children. They are then in the "nest," and at once begin to struggle to get out. As the others brace themselves to withstand the attack they exclaim reprovingly:

"What, would you leave your cozy home?
Oh, naughty birds to wish to roam!"

Instead of restraining them this reproof seems only to exasperate them, and they endeavor still harder to free themselves. When they at last escape every one else goes after them pell-mell. One set of "birds" having been caught, another is chosen, and so the game continues until there are not enough players left in the ring to make the fun enjoyable.

GRACE CAMPBELL MOORE.

A Menagerie

Slips of paper, with numbers for answers, were distributed and descriptions of animals native to the State were read, and the children guessed the names of the animals. A few of the descriptions given were as follows:

I am a long, slender-bodied fellow with rich, brown fur, and I live in the water. I am so quick in my movements that I can dodge the shot from a gun if I see the person shoot. I am very fond of fish. Ladies have muffs and scarfs made of my fur. (Otter.)

Negroes and dogs both like me so much that they are continually hunting me. I am brown, with mule-ears, short forelegs and long hindlegs. I can everlastingly run up hill, but simply tumble all over everything when I attempt to run down hill. Turnips, potatoes and peach-tree bark give me a very contented feeling. (Rabbit.)

My family name is Feline, but ordinary folks pronounce it Cat. I am a distant relative of Tabby who lives with you, and my home is in the woods. I wear grayish clothes, and let my fingernails grow long. Nothing pleases me better than to cry like a baby in distress, for this helps me to find my prey, and I pounce upon it from the branches of a tree. (Panther.)

Then came the making of the menageries by the children. Grotesque human heads had been drawn at the top of pieces of notepaper, and the paper had been folded to hide the heads and show just the ends of the necks, which were drawn to suggest different animals. The children then drew bodies of animals as fancy dictated, and the results were ludicrous in the extreme.

When these drawings had been finished, and before the "artists" themselves had seen them, they were hung on a string which was stretched across the room and the crowd inspected the menagerie.

MRS. E. B. MELL.

GAMES FOR THE PLAYGROUND

A Kitten Frolic

THE invitation notes, folded and placed in tiny baskets, which go out in the name of the hostess's mother, read like this:

Meow!

My three little kittens have lost their mittens and want you to come and help hunt for them. Kitties Bob and Janet and Margaret invite you to a party in their basket on Thursday, at half-past three o'clock. They will do their best to a-mews you.

The Kittens' Mother,
MRS. MATTHEWS.

The Basket, No. 231 Poplar Street.
Friday, May 3.

Real names must, of course, be inserted to fit the occasion. These invitations may be carried to the several houses by the children.

On the house door, the day the party is given, hang a large basket containing one or two toy pussies, letting the children tie it there just before the hour named in the invitation. It will designate the house with certainty and place the small guests. As soon as all have arrived set the little ones hunting the "lost mittens." A multitude of these articles should have been got ready, cut out of different-colored cloths, either in doll or in giant sizes. These are to be strewn and hung about the grounds, in sight, but partly concealed; and besides these there should be a number of average-sized mittens carefully

hidden. The little ones will at first rush for the ones in sight, and will bring these to the "kittens' mother" to see if they are not the ones that are "lost." Only mittens that fit, however, count, so, after many foolish attempts, the children will begin to show wisdom in their hunting or will have gathered up all the "decoys" and will have begun to find the real mittens. It will then be a matter of good fortune whether they find any to fit, or nearly fit, their own hands. The hostess will not be too strict in judging this, of course, and as she examines each mitten will slyly slip into it a simple candy, then drawing it on again. In this way the reward will be sure to be discovered, and will come as a delightful surprise.

When game-playing begins "Creepy Pussy" is one that leaves no one out, and there should be plenty of space for it. One of the little ones is chosen "Pussy," and she heads and leads a procession of the others in a roundabout course through the grounds. All who follow her constitute the "tail." Slowly all move about in slightly-crouching posture and with watchful eye, as if on a hunting expedition, while "Pussy" constantly cries, "Pussy wants to catch a mouse!" Each time she does this the others chorus, "Cree-e-py, creep Pussy!" Every now and then, at her own whim, "Pussy" straightens up and makes a dash at her "tail," seeking to catch one of its members. They do not follow absolutely close to her, so that there is a chance for them to escape. When she jumps for them all the children scatter and run, "Pussy" catching whom she can. As suits the players, the children caught at the various dashes can stand aside and wait until all are captured, at the end the first victim becoming "Puss."

The table, which may be outdoors if the day is fine, should play an important part in the entertainment, in its decoration at least. Fold the napkins

and pin them in the mouths of small, stuffed, black, furry kittens, standing one of these at each plate. For a centerpiece a large cat with some kittens on her back would please.

Encircle it at a little distance with a wreath of green, and dot this with small bisque dogs all facing the cat. Less expensive would be pussy-willow decorations. Any child would like to find a "Grimalkin" on a bread-and-butter plate at his or her place at the table. These may be gingerbread cakes marked with a cat's face in colored frostings. The mouth is made of red, outlined with white, and with long, white mustaches added. White is also used to make the nose, and the eyes are irresistible when done with the pupil of chocolate on a white ball, with half the pupil covered with a small light-green bonbon.

The Organ-Grinder's Monkeys

All the little players are "monkeys" with the exception of the "Grinder." Going to each one the "Grinder" asks it what its special trick is. One, perhaps, can make a bow and doff his cap, while another knows how to hold his cap and catch pennies. Each has an accomplishment which the "Grinder" finds so valuable to him that he decides to take all the "monkeys" with him on his travels.

It is his intention to make use of several among them to amuse the various crowds that he draws about him, but as he tries each one he finds that it does not perform its part well. As he calls each out he becomes enraged with it, and cries: "You're a bad beast! I'll shut you in my cellar!" And he at once claps them into it by leading them to a spot set apart as the cellar. The "monkeys" must not move from that place until the last one is brought there, when all run away. The "Grinder" follows until he has caught one to take his place.

GRACE CAMPBELL MOORE.

VACATION GAMES FOR CHILDREN

The Russian Game "Gorelki"

THE Russian games are mostly of the strenuous order, for the sake of the health-promoting exercise; the girls take part on perfect equality with the boys. One game that is usually played upon the lawn is called "Gorelki" (Burning). The children are arranged in couples, number unlimited, and not restricted in arrangement as to sex, two boys pairing off, or two girls, or one of each kind, according to convenience. Then they march in procession behind a single leader in the capacity known in this country as "It." Suddenly the leading couple, who are directly behind this leader, cry out:

"Gori, gori yasno!
Shtoby mie pogasto;
Glian na niebo—
Ptchka letit."

("Burn, burn brightly!
So the fire does not go out;
Look at the sky—
A bird is flying.")

At this the leader looks upward, and the couple seize the opportunity to part and run, one on each side of him, making a rush for the front. If they can do this, and clasp hands again in front of him, before he can grasp one of them, which he tries his

best to do, they can then go to the bottom of the line and continue to march, while the next couple try the same thing. But if the leader catch one of them before they have clasped hands the captive must be "It," and yield his partner to his captor, when the new pair thus made take their place at the foot of the line, which keeps marching all the time. Sometimes they cover considerable space before all the couples have had an opportunity to run.

MARGARET SULLIVAN BURKE.

The Canadian Game "C'est Ouvert"

Besides games which French-Canadian children share with us, there are many never seen except in Canada. One of the liveliest is "C'est Ouvert" (It is Open). The children playing, of whom there must be an even number, are divided into two groups, each having a leader. One leader throws a stick to the other, who catches it in his right hand. Then the two leaders alternately place a hand on the stick, one above the other, till the top is reached. He whose hand comes out on top takes the stick and twirls it, holding it by the tip, three times around his head. If he drops it the other side wins; if not, his side hides first while the others cover their eyes. After hiding his party he returns, and those who have been blindfolded set out to find them. There are three signals by which the leader may warn his followers how to escape detection: "Citron" (lemon) signifies "Go back"; "Papier" (paper) signifies "Keep quiet"; "Potacks porrits" (rotten potatoes) means "Come out a little." Of course, a clever leader uses the signals not only to warn his own side but also to mystify his opponents. When at last the other side is far enough from the goal he suddenly shouts, "C'est ouvert! C'est ouvert! C'est ouvert!" At that every child in the game rushes like mad for the goal; there is wild confusion of arms and legs

and a Babel of voices. The side which first reaches the goal hides the second time, and so the game goes on. ELLEN PAINE HULING.

A Fourth-of-July Frolic

The invitations were rolled tightly and put into a tube made of red paper, having a cord in one end in imitation of firecrackers. The first game played was similar to the game "Nine Pins," nine "firecrackers" having been cut from broom-handles and painted red, with white ends, surmounted by a piece of starched cord glued to each. The "crackers" were arranged at one end of the room, and from the opposite end each player rolled a large rubber ball, aiming to knock down the "firecrackers." Each player rolled once, and when all had had a turn they started it again until every one had had three turns. After each play the contestant was given a star for each "firecracker" knocked over, and when the game was over the child whose card showed the largest number of stars was awarded a small prize; a consolation prize was also given. The stars were cut with a punch from red paper, one side of which had been brushed with the white of an egg.

Luncheon was served on the lawn, in a tent decorated with bunting. The tablecloth was white, the napkins were cut from blue tissue-paper. The centerpiece was unique. By means of rather fine wire the hostess had constructed the frame of a fort, and had covered it with brown paper; with charcoal she had outlined open portholes with jagged edges to give them a battered appearance. Inside the fort were small gifts, suggestive of the day, each wrapped in red, white and blue paper and tied with ribbon which was drawn through the portholes and extended to each white place-card. As the hostess fired a toy pistol the ribbons were pulled and the fort was blown up. The toys were kept as favors.

The menu, as far as possible, was given a touch of red, white and blue.

For an hour after dark the children were entertained with a fine display of fireworks.

MRS. E. W. GODFREY.

Sand Clock

On pleasant days the children played "Sand Clock." As it calls for considerable running it was not proposed until late in the afternoon, when the warmest part of the day was over. Then a large clock-face was marked out on the damp beach, and thirteen children took part in the frolic. One was chosen "Striker," and she counted out the others by repeating "Tick! Tock!" touching one at a time as she spoke. All the "Ticks" represented the odd numbers on the clock's face, and the "Tocks" the even ones. Beginning with number one all the "Ticks" took their places in the order in which they had been counted out, standing just outside the clock circle at the figures three, five, seven, nine and eleven; while the "Tocks" followed their example, beginning, however, with the figure two. At a signal from the "Striker" each child faced about and took as many steps away from the clock circle as she represented hours, whether it were one, five, or twelve. When all stood in position there came a general outcry of "What time does the sand clock say?"

At this the "Striker," who had been skipping in and out among them, suddenly slapped a player on the back, and then ran around the clock as fast as possible, with the child that had been struck hard after her. The latter tried her best to catch the "Striker," while that one strove equally hard to reach the other child's position uncaught. She succeeded in doing this, although she had first to run up to the figure on the clock to which the position corresponded and there "tell the hour" by saying

"Ding-dong!" before she could go to her goal. The chaser having lost her position on the clock's face in this way became "Striker," and a new round of the game was begun.

Hillocks

This game became almost as popular with the children during the summer as golf was with their grown friends. Everywhere in front of the cottages, until the tide came up, the moist beach could be seen seemingly laid out in a design of nine cones of sand. They were really mounds or hillocks with cone-shaped tops, and a broad, shallow ditch around their bases. The children built them without any regularity of position when making up a game, all that was necessary being that there should be nine of them and that they should be at least a couple of yards apart. The tops of the cones they flattened just enough to provide a resting place for a golf ball. Then they numbered the hillocks, and, having on hand a quantity of small rattan hoops that they had spliced together themselves, were ready to begin the game. One hoop was all a player needed, and as many as chose could enter a contest, each trying to be first to knock off the balls from the nine hillocks with the hoops. One at a time a child would begin at the first hillock, and, tossing the hoop with such a skimming motion as one uses in skipping pebbles over the water, would try to strike the ball from the cone. Three trials were allowed. When a player succeeded she moved to the next hillock and awaited her turn again. If a hoop slipped down over a cone, but did not knock off the ball, the player lost her remaining chances for that turn. If a hoop fell into the ditch then the player moved back a hillock, unless she were playing at the first cone, when she would merely forfeit the rest of her chances.

There is a peculiar turn of the wrist in tossing

the hoop that has everything to do with the success of the game, and the fact that it takes practice to acquire it undoubtedly adds zest to the sport.

The Innocents Abroad

A "Courier" and a "Chaperon" accompany the "Innocents Aboard," and the number of "Innocents" may be unlimited: the more children taking part the merrier.

Very properly the "Conductor" starts the others on their travels, supplying each with a letter of the alphabet, marked on a slip of paper large and distinctly. Then he unexpectedly pounces upon some member of his party and asks, "Where are you going?" The child called upon must give the name of some country commencing with the letter he holds in his hand, and must answer immediately. The "Courier" then rapidly asks four other questions, which must be as quickly answered. If any one of them is not answered at once by the player addressed the chance is that the "Chaperon" will answer it for him and he must then take her place. It is the "Chaperon's" sole effort to correct or "trip" a player, for this alone frees her from her position. She is enabled to answer the question because the player addressed holds up to view the letter in his hand as soon as he is spoken to. The "Courier" is not released until he has asked a question that neither the player nor the "Chaperon" can answer in time. If, however, he does not succeed in doing this for a very long time he should be replaced by a volunteer.

The game should move briskly; the questions should be constantly varied in subject as well as in the order of asking; and the "Courier" should skip about from one to the other, not addressing the players in order. Many of the answers will be given so quickly as to be absurd, but this will only help on the fun.

G. C. Moore.

Three Sand Plays

THE GAME OF LOBSTER POT.—When it was a rollicking good time without any trouble that was wanted some one would cry, "Let's play Lobster Pot or Fiddler Crab." The more players there were the better the children liked it.

A third of the group would decide to be Lobsters when the first-mentioned game was chosen, and the others would form themselves into a long chain of Fishermen. Wide bounds were then decided upon, where the Lobsters could run about at will, and where the line of Fishermen could seek to corner them and close up about them, one at a time. Whenever they succeeded in encircling a Lobster that child joined the chain, and so the game went on until the last had been captured. Then all the Lobsters dropped out of the line, which closed up about them in a circle. This was the "Lobster Pot," and then followed a hard struggle until a fortunate Lobster succeeded in breaking through. This freed all the others and ended that turn of the game.

FIDDLER CRAB.—The child that was chosen to be Fiddler Crab seated himself on the sand, drew up his knees and dropped his head on them as if asleep. Then the other children made a circle about him, and, dancing around him, chanted:

"Fiddler Crab, Fiddler Crab,
Crusty, cross old fellow!
Wake up and get your work done,
Or we'll beat you black and yellow."

As they flung this taunting threat at the Crab the dancers kicked their feet out toward him, and he, slyly watching his chance out of the corners of his eyes, suddenly lifted his head and reached quickly for an ankle or foot, and, if successful, fastened his grip as tenaciously as any real crab would do. The

circle tried to prevent this by drawing away on the side toward which he was reaching, and by springing back on the other side when he unexpectedly reached out. As soon as he caught any one that player and he changed places.

SAND BALL.—Among the boys this game proved a great favorite, and the girls sometimes played it, too. It is a game for seven players. Four of the children indicated a rectangular field on the beach by seating themselves at its four corners, and facing each other diagonally. Another player seated himself in the center, facing one of the corner sitters. At the ends of the field two others stood, to catch the ball if it strayed. It was a baseball, and the sitter at the right of the center boy started the play by tossing it to the sitter diagonally opposite him. Meantime the center boy tried with a tennis-racquet to bat the ball to the sitter directly in front of him. Five chances were his, and if he lost all of them then the player on his right changed positions with him. When he succeeded in striking it the ball usually went out of bounds and had to be rescued by one of the end boys. It then belonged to them to use, and they rolled it back and forth to one another, directly across the parallelogram in front of the center boy. This player tried to catch it with his hands as it passed, having the same number of tries as before. In catching the ball he had to be careful not to withdraw his feet from a stone that marked the center of the field. If he missed all his turns the player on his right took his place, as he would have done had the center lost his former opportunities. When, however, he succeeded he had another five chances, this time facing about toward the other diagonal sitters, whose turn it then was to pitch the ball.

When the end boys were so fortunate as to put out two center boys they took the places of those they had just vanquished.

It was only while the first center boy was on his position that the player on his right succeeded to his place. Afterward the successors followed around the square, every center miss being followed by the substitution of the unlucky one by a boy from that corner next in order to serve.

Sometimes idle moments were whiled away by guessing how far up a wave would come, the best guesser crowing loudly over the others.

Then, "just for fun," the children would write out a longed-for wish, inclose it in a tin box and bury it in the sand where the tide would rise over it at night. Early the next morning they would be out to search for their boxes, and if they found them felt sure that their desires would come true.

GRACE CAMPBELL MOORE.

Child's Botanical Outing

"Now, children," I said when we reached the picnic grounds, "I want each one of you to search this bluff and the surrounding fields and pick a sample of every flower you can find. In half an hour I shall call you, and the two who have the largest collections will receive prizes."

Immediately there was a rush and a scattering in every direction, and until time was called the woods and fields rang with their eager cries.

When I called them in and examined their collections one boy had found twenty-six different varieties of flowers, and the girl who came second had twenty-six.

With the help of a botanical handbook we found their names, after which I placed them in the books between sheets of blotting-paper.

For the first prize I gave a copy of "How to Know the Wild Flowers," and for the second, a small magnifying glass.

The flowers when pressed were neatly mounted with their names, and are still a source of great pleasure to the children. WILLIAM E. GRANT.

A Juvenile State Ball

A clever hostess invited a party of children to a State Ball on the evening of the Fourth of July. The mothers were requested to come in Colonial costume and each was requested to dress her child to represent one of the States.

On the eventful evening the lawn was illuminated with red, white and blue lanterns, while the interior of the house was gayly decorated with red, white and blue bunting.

The hostess herself was dressed as Columbia, in red and white skirts and a blue bodice trimmed with stars. The host impersonated Uncle Sam.

When the children gathered they presented a pretty sight. Florida was trimmed with imitation orange blossoms and leaves; Kentucky with gilt horseshoes and imitation blue grass. Kansas wore a little gown trimmed with strung grains of red, white and purplish-blue corn. Maine was decorated with pine-cones and imitation pine-needles; Iowa with wheat-heads. California was enriched with gold ornaments, and Mississippi wore a trimming of Southern moss. The little girls had their hair powdered and arranged high on their little heads.

Music had been provided and floated out from behind the trees. The tables were set out under the branches and draped with the National colors and lighted by red, white and blue lanterns. The refreshments were very light, consisting of angel and strawberry cake, and strawberry and raspberry ice cream.

Patriotic airs, "Yankee Doodle," "Dixie," etc., were played, and later there was dance music to which the children danced on the lawn. CLARA LEHRKE.

For a Midsummer Day

When the children are off for a day's pleasure during their summer holidays, suggest to them that they spend part of their day in gathering wild flowers and making bouquets for any sick children whom they may know, or any children who, for any reason, have not been able to go with them. Then during the heat of the afternoon let some one who happens to have a lead-pencil and some paper get the children to dictate some little personal messages to go with the bouquets. The children, if encouraged to spend part of their holiday in thinking about and planning for others, will remember the day as one of the happiest in their lives, for upon it they will have learned the lesson that "to give is more blessed than to receive."

JANE BENSON.

July Military Bubble Party

The invitations sent out for this Fourth of July had daintily-sketched soap-bubble pipes and flags in the corner, giving an artistic touch to the little cards.

The house and porch were gayly decorated with flags of all countries. There were three tables placed conveniently about the grounds, each table representing some country, with a glass jar in the center filled with sand, flaunting the flag of the chosen country. There was also a bowl of sparkling soapsuds on each table. Each child was given a clay pipe gayly decorated with ribbons in the Fourth's own colors, red, white and blue. Three "blowers" bearing flags of one country would be sent to fight those of another. If they won they planted their flags and stayed there to defend the country; otherwise, they fled to another country to try their powers. America, England and Germany were the Powers represented.

At the first table the fight was to blow the biggest bubble, the countries represented blowing in turns.

Then at the second table each country tried to see who could throw the most bubbles from a pipe dipped only once in the suds.

At the third table each country fought to lodge the bubble on the flag in the center of the table.

A drum was used instead of a bell to make the progressions.

America won, and her representatives received little drums filled with candy, with a tiny American flag stuck in each.

The little supper that followed, in deference to the day had its decorations all of a patriotic nature. On the white cloth were strips of red, white and blue bunting, which extended the length of the table. In the center was a bowl appropriately filled with red clover, white daisies and blue bachelor-buttons. At the left of each plate stood a huge giant cracker, with a bunch of firecrackers tied on one side with blue and white ribbon; the cracker was filled half-way with bonbons, and a paper napkin with flag ornaments was stuck in it. As far as possible the dishes were all in red, white and blue. Red, white and blue ribbons were used to tie the sandwiches. The cream was in little red, white and blue drums, with a little soldier with tiny drumsticks tied to one side, and with the cream novel little firecracker cakes were served, which were made in this manner: A thin sponge-cake was cut while hot into pieces about six by four inches, the sides were pinched together forming big firecracker shapes; these were covered with an icing tinted a deep pink, and for fuses, twine two inches in length was coated with the icing and placed in each cracker.

It might be well to add that a tablespoonful of glycerine and half a teaspoonful of sugar were added to the bowls of soapy water, which gave size, beauty and durability to the bubbles. LILLIE MARTIN.

OLD GAMES THAT CHILDREN LOVE BEST

THE simple games that have amused countless children in past generations have dropped out of use in modern days, and it is high time they were revived. Mothers will be glad to be reminded of games they have forgotten.

Entertainments, even for the very little ones, have become so elaborate that the idea of showing them how to amuse themselves is lost sight of. If they will kindly be interested in a musical top, a symmetroscope, a kinematograph or a graphophone the hostess congratulates herself, and the one whose turn it is to entertain them next racks her brain to find some novelty.

Healthy, normal children like a good romp, and find pleasure in games that to the grown-up mind seem simple to the verge of inanity.

The following may all be played with enjoyment by children from five to ten years old, and the first by those even younger:

The Gooseberry Bush

The children join hands and dance around in a ring singing:

"Here we go round the gooseberry bush,
The gooseberry bush, the gooseberry bush,
Here we go round the gooseberry bush,
So early in the morning."

They stop and the leader sings, all singing with her

and imitating her action as she rubs her face with her hands:

"This is the way I wash my face,
I wash my face, I wash my face,
This is the way I wash my face,
So early in the morning."

Joining hands again they dance as before, singing: "Here we go round the gooseberry bush," etc. At the next stop the leader sings: "This is the way I brush my hair," repeating as in the first verse.

After the next dance she sings: "This is the way I wash my clothes," etc.; then: "This is the way I iron my clothes," etc., illustrating with appropriate action of rubbing and smoothing, all the children joining.

After the next refrain she sings, taking a few slow steps and dragging her feet: "This is the way I go to school," etc. Then jumping joyously with smiling face: "This is the way I come from school," etc.

The refrain, "Here we go round the gooseberry bush," and a merry dance end the game.

Fox and Goose

This game is simplicity itself, yet it provokes shouts of merriment from the players.

Two of the taller members of the party are chosen as Fox and Goose. Mother Goose gathers her flock in a long string behind her. The Fox stands facing her, trying to dive under her outstretched arms and capture the last of her train. If he succeeds the victim is put out of the game, which lasts until all the Geese are caught by the Fox, or a time limit may be imposed by the hostess.

Little Sally Waters

Two cushions are placed on the floor and the children form a ring around them, holding each other's

hands. One child sits in the middle pretending to cry, representing the weeping Sally. The children dance around her singing:

"Little Sally Waters sitting in the sun,
Crying because her mother hasn't come;
Rise up, Sally, dry up your tears.
Turn to the East and turn to the West,
And turn to the one that you love best."

Sally rises, wipes her eyes and walks slowly around the ring until she reaches the companion she intends to honor, when she takes her by the hand and leads her to the cushion prepared for her. Both seat themselves and the children dance around them singing:

"Oh, Sister Phoebe, how happy were we
The day we sat under the juniper tree.
Put on your cap to keep your head warm,
And two or three kisses will do us no harm."

The two in the middle exchange kisses, the first child rises, takes her place in the ring, and the game is repeated until all have been chosen.

My Lady's Toilette

The children are seated about the room. One of the older ones stands in the middle of the floor with a plate, a tin pie-dish or a wooden bread-platter in her hands. Each child takes the name of some article required in a lady's toilette, such as hairpin, brush, mirror, scent-bottle, etc. The leader spins the platter, at the same time calling the name of one of the articles. The child who has chosen that article must spring and catch the platter before it falls. If she fails she must pay a forfeit.

Redeeming the forfeits is a game in itself.

Oranges and Lemons

Two of the taller children stand facing one another, the right hand of each clasped in the left hand of the

other. They decide secretly which will be oranges and which lemons. The remaining children form a long line, as in Fox and Goose, and march toward them. When the foremost child reaches them all in the line sing:

"Open the gates as high as the sky,
And let King George's men go by."

The two with clasped hands raise them as high as possible to form an arch, and let the line pass under. As the last child is going through, the hands are dropped on each side of her to hold her prisoner, and one of the leaders asks her in a whisper which she will have, oranges or lemons. She replies, also in a whisper, and goes behind the leader who bears the name of the fruit she has chosen. When the choice is made the line again approaches singing, and question and answer are repeated until all have chosen. Each child then puts her arms around the waist of the child in front of her and the two lines pull, as in tug-of-war, until the clasped hands of the leaders separate and the children are breathless with laughter.

Oats, Peas, Beans and Barley Grow

This is a very old game, and is especially popular among the children who live in the country and to whom grain is something more than a mere name. Two children join hands and dance around and around, singing:

"You, nor I, nor nobody knows
How oats, peas, beans or barley grows."

Imitating with the right hand the motion of sowing seed they sing:

"Thus the farmer sows his seed,"

(then, standing at ease),

"Thus he stands and takes his ease;
Stamps his foot and claps his hand,"

(suiting the action to the word),

"And round he goes to view his land."

(twirling rapidly around),

"Waiting for a partner, waiting for a partner.
Open the ring and take one in,
And kiss her when you get her in."

Each chooses a child from the company, and then all sing the first verse again, repeating the lines until all have been chosen.

Another old favorite is:

I Sent a Letter to My Love

The children form a ring, leaving out one to send the letter. She folds a pocket-handkerchief in oblong shape to suggest an envelope and walks around the inside of the ring, singing:

"I sent a letter to my love;
I lost it, I found it."

(holding it first behind and then before her),

"I sent a letter to my love;
Oh, what is this around it?"

She looks doubtfully at the packet in her hand, then around the circle, and sings:

"Who will take my letter, my letter, my letter,
Who will take my letter to my love from me?"

Having chosen a boy she approaches him, singing:

"You will take my letter to my love from me."

At the same moment she drops the handkerchief at his feet, and springs across to the other side of the ring: the child who received the handkerchief runs and breaks through the ring after her. If he can tap her with the handkerchief before she gets back to his place, she must send the letter again; if not the new holder sends it, and so on until all have had it.

Hunt the Squirrel

The children stand in line, the squirrel at one end, the hunter at the other; all sing:

"Father, hunt the squirrel, the squirrel, the squirrel,
Father, hunt the squirrel round the hickory tree;
Up the hickory, down the hickory, round the hickory tree."

The squirrel sings:

"Father, hunt the squirrel, the squirrel, the squirrel,
If you'd catch the squirrel you must climb the tree."

As he finishes he runs up the line behind the children; the hunter, starting from his place, runs down the line in front of the children, hoping by his superior speed to be able to overtake the squirrel. If he cannot do this after he has followed him around the line twice he may double back, the squirrel, of course, being allowed to double also, until he catches him. They then take their places in the middle of the line, the child at the head becoming the hunter and at the foot the squirrel, until all have been one or the other.

Post Town

This is an interesting game for children of nine or ten who know something of geography and are familiar with the names of places. One is chosen postmaster. Each child takes the name of any town she prefers. If there are too many for the postmaster to remember he writes down the names and holds the list in his hand. He then calls out, "I am going to send a letter from Richmond to Boston," for instance; the children hearing the names of the towns mentioned exchange seats. If they fail to do so the one who does not respond pays a forfeit.

When he cries, "General post!" all change places; if any does not secure a seat she must pay a forfeit, to be redeemed when the game is over.

ELIZABETH ROBINSON SCOVIL.

GAMES FOR LITTLE GIRLS

The Game of French Coiffeur

A COMPANY of girls twelve and fourteen years old spent a merry evening playing "French Coiffeur," which created much fun. To play it some preparation was needed. A corner of a pillow-case was first stuffed with cotton and rags until it was as round and as much like a head as possible. Then one side was flattened, and a face made on it with colored chalk. This head was fastened to the corner of a sofa-pillow and set up in a chair. Bunches of raffia in shades of straw, tan, brown and red were tied up separately, and there was a bunch for every player.

On beginning the game the raffia was piled up on the table, and each girl selected a bunch, making of it some hair formation: a bang, frizzes, knot for the back of the head, a parted piece or any other thing of this kind that she was ingenious enough to construct. This finished, a long pin was stuck into it. Properly blindfolded, each girl was then guided to the head, reached out and pinned her hair piece to the first spot on the head that she touched, trying to locate it in the proper position. Not only the absurd places in which the hair was pinned, but also the strange combination of colors, proved most laughable. A prize was given for the one that was most nearly in place.

This will be recognized as an adaptation of the "Pinning the tail on the donkey" game.

How Will You Make Your Bed?

The players sat on the floor in a horseshoe group. The leader was at one prong of the shoe, and it was her duty to ask each person in turn the question, "How do you make your bed?" The girl opposite the leader began. The floor was, of course, well cleared, and at the end of the room toward which the horseshoe pointed, a box stood on a table. There was a distance of several feet between the players and the box. As each player sat down she was given a letter of the alphabet, until the entire twenty-six had been taken.

Should there be fewer girls than twenty-six give out the following letters in preference to using the whole alphabet: b, c, d, e, f, g, h, l, m, n, p, q, s, t, w. These are the first letters of the most common words that might be used to describe how a bed might be made. They stand for such words as sheets, pillows, mattresses, cases, blankets, quilts, comforters, down, wool, satin, silk, sateen, linen, cotton, soft, hard, smooth, wrinkled, broad, long, narrow, thick and firm. The answers sounded like this: "With sheets! With pillows!" or "Of silk!" or merely "Soft!" and the like.

From a box of anagrams each player was supplied with all the cardboard duplicates of her letter. Whenever an answer was given whose descriptive word began with a letter owned by some one in the group, that person jumped up and ran and deposited a letter in the box. If the answer chanced to be "My bed is hard!" the one who held "H" was the one to run. Before she got back to her seat the person whose answer sent her to the box had to tell one new fact about beds or drop out of the game. The box being close by and speedily reached, the one who answered had to think quickly.

As the game progressed new facts became harder

and harder to find, and so the horseshoe became steadily smaller through failure. If the last two are very bright thinkers the situation becomes decidedly interesting.

Go Find Your Fortune

Before beginning this game seven daisy petals were cut out of red or yellow paper and hidden about the room. Each was large enough to contain a "fortune," written on it in short sentences.

Besides disclosing fates the chief aim of the game was to find a "recipe for good living" that would be beneficial to all. This proved a balm to those who were not so lucky as to find one of the seven fortunes. Each petal was numbered and on each was written in order the following prophesies: (1) Beauty is her dower; (2) Gold in plenty; (3) Admired by all; (4) Youthful in old age; (5) Will win laurels; (6) Best of luck; (7) Honor to her name. Placing the petals in a column on the table, after they were found, the first letter of each fortune stood for the first letter in one of the seven words in the recipe. This was the familiar maxim: "Be good and you will be happy," an old rule for the best kind of living. Whether this was guessed from the letters or not, a long strip of paper was pinned on the wall at the close of the game on which the quotation had been pasted in gilt letters.

The Picture Postal-Card Game

At a recent party a pleasant game was played with picture postal-cards. About twenty-five showing fairly familiar scenes and buildings were chosen, made into a pack and laid in the center of the table around which the players sat. On each the descriptive titles were carefully covered with India ink, and the pack was placed face downward. Each player in order turned up a card and tried to guess what it rep-

resented. If she could not identify it the card went the rounds. Players held all cards that they guessed. It was found best to discard the ones unrecognized, and the hostess explained them at the end of the game.

A pretty prize for the winner was a picturesque foreign card framed in black. The view was well chosen and had the charming effect of a water-color sketch. A ten-cent frame was bought with a cheap picture in it. The latter was removed and the postal-card was put in its place.

Cuckoo

"Cuckoo" is the game of "Hide-and-Seek" without any running. Before the one selected to be Cuckoo conceals herself the other children seat themselves in one corner of the room, their faces to the wall and eyes tightly shut. Then the Cuckoo hides in that room or the next, and when ready calls, "Cuckoo, Cuckoo!" The others try to guess her hiding place from the sound of her voice, so she has to keep up her cry at intervals to guide them in their guessing. The one who at last names the place of concealment becomes Cuckoo. GRACE CAMPBELL MOORE.

AN OLD-TIME CANDY-PULL

I WANT to tell you how a score of young people spent a very pleasant evening. Others searching for something new, yet old, may gain as much pleasure from it as we did.

Fortunately, I teach in the neighborhood of my home and so can live at home. My sister and I wished to give our friends a pleasant evening, and so decided to extend invitations to an old-fashioned candy-pull. We have a large, roomy kitchen well adapted to just such a gathering. Mother was called into consultation, and, as three heads are certainly, at times, better than one, we made our plans then and there, and the invitations were written in this wise and sent by messenger:

Ye are asked to Ye Old-Fashioned Candy-Pull at ye home of ———, at eight of ye clock, on ye Saturday eve, ye ninteenth of April.

Ye maids wear ye gingham aprons, and ye men bring ye bibs, and come prepared to labor at ye work, decorously and conscientiously.

These were written on sheets of plain linen paper, folded, sealed, without envelopes, all reaching their destinations safely. Ten couples were invited, and nine accepted. A stock of sugar, molasses, nuts, flavorings, etc., was laid in. Recipes for old-fashioned candies were chosen with much care and written out, each on a separate slip, and each was numbered from one to nine, as follows: (1) Molasses Taffy, (2) Peppermint Creams, (3) Butter Scotch, (4) Pea-

nut Taffy, (5) Wintergreen Drops, (6) Lemon Taffy, (7) Popcorn Balls, (8) Cream Taffy, (9) Walnut Taffy.

These were made in the order in which they were numbered, and there was a reason for so numbering.

From sad experience we learned that those who made molasses taffy must needs utilize every moment of their time. The unfortunate couple to whose lot fell the making of this especial taffy alternately stirred their candy, mopped their brows, and muttered things strange and weird under their breath, and yet, in spite of all their efforts, when they left for home the candy had not sufficiently boiled. This little experience taught us a lesson from which others may be glad to profit.

Had we started the boiling of the molasses before the guests arrived the candy would, in all probability, have been successfully finished. Then, too, this arrangement gives those who have nuts to shell or corn to pop time to do it while the first couples are busy with their candies.

Baby ribbons of nine colors had previously been selected, and two tiny bows of each color were made. The bows were divided and put into two dishes, one of every color in each dish. Upstairs, as the girls laid aside their wraps, they were requested to choose a bow and to pin it on. Downstairs the gentlemen were asked to do the same, and, when all had arrived, each was to search for the young woman who wore his color. Thus partners were formed for the candy-pulling. The young women were each in turn asked to choose a slip, the number on it deciding the kind of candy she and her partner were to prepare as well as the order in which they were to make it, as not more than three couples could gather around the range at the same time. If one has a good gas stove that, also, may be utilized along with the range, and considerable time may be saved.

Recipes, stewpans and cooking materials were found, placed conveniently on a large table in the center of the kitchen. Each appropriate receptacle and spoon bore a number to correspond with a recipe. Some succeeded in making delicious candy, and some didn't, but all thoroughly enjoyed the fun and the novelty of the situation. Young women with their dainty white gowns nearly enveloped in huge kitchen aprons, and young men with bibs fastened around their necks bent flushed faces over the glowing coals, and watched anxiously for their candy to boil. When it finally reached the proper consistency with what an air of triumph was the kettle lifted off! And then came the pulling. Sticky? Oh, yes, but, oh, wasn't it sweet?

Late in the evening the candy was declared finished, and arrangements were made for a lively dance. A "fiddler" had been engaged to come in at about half-past ten o'clock to furnish old-fashioned music for a kitchen frolic, and I am sure no country lads and lassies of a hundred years ago went through the "Virginia Reel" and the old-fashioned square dances with more zest than the twentieth-century boys and girls did that night.

At half-past eleven the music stopped, and the warm and weary couples were led to the dining-room, where they were served with old-fashioned molasses gingerbread, sugar cookies, fruit (pears, apples and grapes) and sweet cider.

At midnight the young people departed, each and all declaring that it was an evening they should recall with pleasure for many a long day.

FRANCES VELMA FRENCH.

A CLEVER SURPRISE PARTY

WHEN Margaret told us of her plans for a trip to Mexico we had a consultation, and decided to ask several of her friends to meet her at our home as a surprise, and also planned some small gifts which would be a pleasure to her on her journey: a cushion containing pins of all sizes, a small tumbler heavy enough not to be broken in her satchel, a washcloth and an oilskin case for it, a cake of soap, a postal-card case made of two pieces of cardboard covered with dark linen containing a pencil and several cards, a small box of preserved ginger, etc. Each article was daintily wrapped and marked with the name of one of the guests. The girls, all unsuspecting, came to the party, and the packages were distributed. Margaret was asked to open hers first; then Grace was told she might open the one with her name on, and to her great surprise she found beneath the first paper another wrapping of paper and ribbon and the words, "Margaret, from Grace"—so she was obliged to pass it on to Margaret, who was, of course, surprised to receive a second package. Thus each guest found herself provided with a gift for the guest of honor.

HELEN CRANE.

GAMES FOR THE KIDDIES

Poppies in the Wheat

THE "Poppies" kneel or sit on the grass in a large circle, with space enough between them for a child to pass through. This is what the "Stalks" do, at the same time repeating some verses that tell how the poppies and wheat grow together. The "Wheat" begins, chanting:

Drowsy little Poppies, nodding in the wheat,
Dream you all the summer there is naught to do but sleep?

This does not rouse the "Poppies," however, and they continue to nod drowsily.

Every one at hand can hear the wind blowing, for the "Wheat Stalks" immediately begin to make all sorts of whistling noises with their lips. When the "Poppies" hear these they shrink and shiver, but sleep on. Then the "Wheat" comments warningly:

Hear the autumn wind blow, buffeting the Wheat!
Shivering in slumber, shrink the Poppies at its feet.
Across the field a sound comes, click the knives of steel!
Hurry, little Poppies, or their sting you'll feel!

(Loudly calling and shaking the "Poppies"):

Waken, Poppies, wake and flee,
The field is ripe to cut!

The moment the last word has passed their lips the "Stalks of Wheat" begin to count twelve as rapidly as possible, at the same time stepping back so as to form a second circle outside the circle of

kneeling "Poppies." The "Poppies" have meantime sprung up, for they must each run across the ring and pass out between two of the "Wheat Stalks" directly opposite them before the end of the count has been reached. The "Stalks" will try to catch them, but may not endeavor to do so until after they have counted twelve. Each child may hasten that process as much as possible, and begin to catch as soon as done. They do not, however, interfere with any "Poppies" but those that pass between themselves and another "Stalk."

If the circle is a very large one it may be necessary to count to fifteen or twenty, in order to give the "Poppies" a fair chance to run across. When the players have been reduced to two or three "Poppies" the game may be considered at an end.

The Game of Dandelion

"Dandelion" has two chasers and but one person to be caught.

Two volunteers face one another, clasping hands and lifting their arms high for the others to pass under. As they do this they ask, "Oh, who has seen a dandelion this fine May morning?" and immediately answer themselves, "Oh, we have found a dandelion this morning fine in May." Speaking the last word they drop their arms over the child beneath, who is thus made "Dandelion."

He at once takes his position in the middle of the field and the others crowd close about him in a shoulder-to-shoulder group. Suddenly "Dandelion" exclaims:

I must away;
I cannot stay;
To seed I go!

And with that he reaches out his arms and pushes the crowd away. Every one else does likewise, each

standing still where the push has left him. In this way the "Dandelion" stands surrounded as if by a radiation of seeds, and "Seeds" is the name given to the other players. No sooner is the shoving over than the chasers, who are the two volunteers, utter these words:

Do it,
But you'll rue it,
For we'll blow, blow, blow.

And they do blow three times, just as if they were questioning dandelion clocks by blowing away the seeds from a "gone-by" blossom.

At the last puff of breath "Dandelion" darts away with his pursuers hard after. Where the "Dandelion" has the advantage is in his privilege of being considered "safe" every time he chooses to take a position behind one of the "Seeds." Whenever this occurs he calls "Safe!" and the chasers are obliged to stop short wherever they happen to be, so that when the "Dandelion" starts out again the pursuit can be taken up where it was left. The game ends when the "Dandelion" is captured.

A Battle Between Winter and Spring

For this game the children take sides according to the seasons and each side tries to overthrow the other by striking a child in the one vulnerable point about him. Balls of cotton covered with crêpe paper are the weapons used.

Twelve small breast-shields must be made and trimmed in sets of six. These shields are the vulnerable points on each player, and at them the balls are aimed. Each child should have a dozen of the latter, and standing ten feet away from and facing each other, child to child, the sides begin pommeling one another. No harm can possibly be done by the blows, for the balls are soft. As soon as a child is struck

on the shield he drops out of line. If there are refreshments the losing side waits upon the winners.

Fireflies

All but the catcher are "Fireflies" in this game. These choose positions about the playground, selecting a post, window, etc. As all running in the game is from the first goal to a smaller one, therefore neither posts nor windows should be too many nor too near together, or the catcher will have no chance to take any player prisoner.

Just as real fireflies open and close their wings so the player "Fireflies" constantly close their hands over their bright eyes and open them out again as they stand on their goals. Among them the catcher moves about, trying to tap some one while his hands are open. Should the blow happen to fall while the hands are closed, then the catcher is chased by all the others, each one of whom cuffs him lightly when caught, in punishment for his clumsiness.

When the tap is rightly given the child struck runs for a goal like his own. If he reaches it he is safe, but if he does not he becomes catcher himself. It will hardly happen that the catcher is so unfortunate as not to secure any one. Yet, if this is so, he has the right, after reasonable effort, to call out "Fireflies!" Then every player must seek a new goal, and in this general change some one is sure to be captured.

GRACE CAMPBELL MOORE.

Bedside Botany

All winter we had been at our wits' end to devise amusement for the little niece whose fall and injury to her knee had made her a prisoner on her lounge for many weary months. Now, with the spring at hand, and all the Nature world calling her to come out and play, it seemed as though the active little

body could no longer be restrained; and we began a despairing search for the occupation that would keep her quiet and happy a little while longer until the lame knee had grown strong again. One afternoon I found at the village store just the idea I had been seeking; and armed with a book and a paint-box I hurried back to make the child glad with a new play. On my way through the orchard I stooped and picked the first frail, shy blossom of the rue anemone, that had pricked its way through the greening grass; the little flower had a part of its own in the play.

I showed the book to my niece. On each page was drawn in outline the picture of a different wild flower; and together we turned the pages till we found the rue anemone. Then I drew a table to the side of the couch, opened the paint-box, and showed the eager little girl how to touch the petals of the blossoms with the faintest pink, like the flower she held, and to mix the yellow and blue for its leaves. When the copy looked as much like the original as we could make it she wrote in the corner of the page: "Found by Aunt Mary in the orchard, May 1, 1904."

This was just the beginning of the "Bedside Botany"; for as spring grew more lavish with its blossoms, and the child's friends heard of the new play, not a day passed without a fresh flower being brought to have its picture taken; Quaker ladies, arbutus, sheep's laurel, jacks-in-the-pulpit, cowslips, ragged robins, mallow, St. John's wort, and many more; the date being written each time in the corner of the page when the painting was finished.

Legends of flowers, and stories about their habits, were learned as a part of the play; and by the time the child was well enough to walk and run, and pick flowers for herself, the little book, with the study and pleasure it represented, had become a cherished part of childhood experiences.

MARY AUGUSTA RAND.

RAINY-DAY FUN

Cake Shop

"I'LL be Buyer! Let me be Buyer!" somebody calls out as soon as "Cake Shop" is proposed, for this is the one distinctive title in the game, and every one likes the part.

The one to whom it falls goes out of the room and closes the door behind her, while the others all choose some kind of cake to represent. One will be "fruit," another "sponge," and a third "chocolate," perhaps, but all different. These are the Cakes in the Cake Shop, and when all are arranged in a circle the Buyer is called in, and a certain part of the room set aside as the cake box.

Then, quite unaware who will respond to her call, the Buyer names a cake she wants. If she should call the name of one not taken by a player no one will respond and she must try again. Whenever she calls a cake that is represented the player that has chosen it dashes out of the line and runs for the cake box. If she reaches it she remains in that safe space until she thinks she can run back to the circle and not be captured. If, on the contrary, she is caught by the Buyer, she merely stands at one side until a new game is formed. Although the Buyer endeavors to catch each Cake as she runs to the cake box, she tries even harder to catch each one as she runs back to the circle, for it is the first Cake caught on the way back that takes the original Buyer's place. Then the circle is formed again and a fresh game begun.

The Picture-Frame

Four children mark out the "Picture-Frame" by standing at the four corners of an oblong space; a fifth child makes the picture, while the others declare what it shall be and sit about to view it, doing their best to make the child in the frame laugh. The one who is making the picture stays in the frame until this happens, when the player whose suggestions has trapped her takes her place. Every time another child steps into the frame the four children composing it are changed.

Of course, the pictures posed will be of simple childish subjects that are easily expressed in pantomime. "A crying baby," "a lame duck," "a proud lady" are such caricatures as the auditors will be likely to demand. Any child would feel equal to representing all of them, but would be liable at any time to become self-conscious and laugh.

Four Touches

She who moves swiftest comes off best in a "Four Touches" contest, for it is a finger duel between two children, to see which can soonest finish touching the other on chin, right shoulder, left shoulder and chest. In reaching toward one another there are likely to be collisions of hands. These make the finish more uncertain, and when the entanglements last several seconds are amusing even to the players.

Some one having been selected for "first turn," the others form a line and she places herself before the first in it, to try conclusions with this one. If the leader wins the first time she passes on to the next player, and in this way progresses down the line. Whenever one of the others wins in a contest she becomes leader, and continues from the point where the previous leader left off, going to the head when she has reached the last one, and then working down

to the player she commenced with should she have good fortune. Rarely, however, can a leader go the length of the line without being vanquished, but when this happens she at once runs off and is chased by the others until captured. Whoever takes her prisoner then becomes leader.

An Elephant Party

At Little Jim's party his small guests had a good time playing games both in and out of the house, but all were told to go into the parlor promptly when the great clock in the hall struck five. As soon as all were in a rear door opened and a tiny elephant entered, on whose tail hung a card upon which were the words, "Follow me." Following the elephant the children came into the dining-room, and to their wonder found in the center of the room a stage on which were a number of other elephants moving about, and after all the children were seated the elephants gave them a delightful entertainment, at the end of which each elephant broke in half, and out of each half stepped two men who acted as waiters. Ice cream and cake were served, while little elephants filled with candy were given the children as souvenirs.

Three Games to Be Played Indoors

THE APPLE GAME.—An apple feat that makes fun and is not too easily accomplished consists in walking across the room with one on the head. If all the children try at once it will be more enjoyable. They are likely to run into one another, but will laugh over this as much as if they had succeeded with the balancing.

Apples are pretty objects to use in a memory test. Six or seven of them are placed about the room in plainly visible positions, and the little ones are taken in and allowed to look at them for a few minutes.

They are told to see how many apples they can spy, and when they get back to the other room try to tell. Unless the children are very small the list had best be written, perhaps, for few but very tiny tots are so utterly guileless as to be able to resist the temptation to add to their list lacking apples that have been remembered by others. Those who remember all correctly might be rewarded with badges of red silk ribbon on which an apple, in gilded outlines, has been drawn.

White Rose.—In a wholly natural way "White Rose" creates some delightful postures and groups. These are accompanied by some verses about a "white rose" and a "willow tree," and when beginning to play, a couple of children are chosen to represent these two, preferably a short one and a tall one. Near them stand the others in a group or circle, and these repeat:

There stood a white rose by a willow tree,
And it grew, and grew, and grew.
Oh, little white rose, will you blossom for me,
As you stand in the sun by the willow tree?
Oh, do! Oh, do! Oh, do!

As the last line of the first couplet is repeated the children express the growing of the rose in pantomime by stretching out their arms in front of them and slowly spreading them apart, gradually widening the distance between the palms. When the words, "Oh, do!" are spoken, those in the line assume all sorts of supplicating attitudes.

Then the White Rose cries:

I'm spinning my roses and weaving the dew
Right now in a sweet little nosegay for you.

As she says these words she advances and waves her hands about, as though making the nosegay, selecting meanwhile four of the largest and strongest children from the group. All go back to the Willow

Tree, where they kneel at the feet of the Rose, to form the nosegay. Then the Rose turns to the others and says:

But before you may pluck it you'll have to break through
The hedge of my thorns; and, whatever you do,
Look out for the willow tree.

Upon this the nosegay springs up to become a protecting circle of thorns about the Rose, for the rest of the players immediately rush upon them in efforts to "pluck" her. The Willow Tree, almost immovable up to this time, now throws himself into the scramble at the points where danger of breaking through the line seems most imminent, trying to thwart the attempts of these players and to ward off others who may be coming to their aid. When, at last, the Rose is reached, a new game is formed, with different children in the center.

"Three Black Crows" is a game that can be played either indoors or out in the open. For it there must be ready three times as many balls of cotton covered with cloth as there are players. A leader being chosen, the others form a circle about her and she starts the game by crying, "Three black crows are in the corn. Peck! Peck! Peck!" As she utters the last three words she touches three of those in the circle, and they step out and back from it, so as to be about four feet away. They are the Crows. Each one faces so as to be able to run around the circle and back to her place, always keeping four feet away from the others. When the Crows are in position the leader cries, "The farmer shoots them every dawn. Crack! Crack! Crack!" At the last "crack" the Crows begin their race, and the members of the circle, who are all farmers and each of whom is armed with three balls, throw these at the runners as they pass in an effort to strike them. Should they be hit no penalty follows, for the excitement of the game lies chiefly in the attempt to strike

the Crows. The cries and the expectancy of the moment when the start is to be made will cause sufficient exhilaration and laughter. When the runners have reached their places the first one "pecked" becomes leader; the balls are collected and again distributed for a new round of the fun.

GRACE CAMPBELL MOORE.

The Acrobatic Corks

This is an amusing, new rainy-day game for the children, and I guarantee that the grown-up children will enjoy it just as much as the little ones, for the reason that the corks when perfectly adjusted assume the most grotesque positions, hardly ever twice alike, and seem endowed with frolicsome life.

Take half a dozen small corks five-eighths of an inch long. (Those longer than three-fourths of an inch cannot be used to advantage.) Into the edge of the small end of the cork stick two large-headed carpet tacks, and they will look like "Brownie" legs and feet; near the upper edge of the cork stick two short brass pins for arms, having them on a line with the carpet-tack legs. Into the center of the top of each cork stick a large-headed brass upholstery tack, letting it project well, for the neck and head.

Now half fill your bathtub with water; throw in the corks, and if your tacks and pins are properly placed they will balance perfectly. The current created by the water, which must be kept running in a moderate stream, will cause the corks to sail around the tub until they arrive under the stream of water, and then you will learn why I call them acrobatic corks. If the tub is of large size a whole dozen of corks will create more sport than half that number. If you want the children to have a thoroughly enjoyable rainy-day indoors give them a bathtub with running water and a handful of the acrobatic corks.

ANNA WULF DAVIS.

The Game of Bird's Nest

Make little imitation birds' nests out of straw or hay, and in each one place a small favor. Hide the nests in the grass or in low bushes and trees near the house or in the woods. Have one or two nests for each child. Then tell the children that there are birds' nests hidden all around in the grass, bushes and trees, that they must go and look for them, and that as soon as they find one they may have the little favor within. This is a very amusing game, as all small children love so much to hunt for anything, either indoors or outdoors.

MRS. FRANK COLE.

A Silver Ship Game

More pleasure will be derived from soap-bubbles if the mere blowing is complicated by a requirement, and a kind of fairy marine game has been evolved. The children repeat, as they blow each bubble and start it on its way:

I send my silver ship (bubble) afloat upon a silver sea (air),
And, if my bonny boat comes back, 'twill bring a gift to me.

The gift is a favor, which can be won only by fanning a bubble back to the basin from which it was made. Each child has his or her own basin and pipe, and these are set on low rests in a circle around the room. In the center the hostess sits with a supply of tiny favors, such as insects, mice, frogs, etc. Besides the pipes the little ones must be provided with small, pretty fans and little covered baskets. Standing at one side of the basin each child blows a bubble, then gently tries to fan it back. The lucky blower receives a favor for the basket.

GRACE CAMPBELL MOORE.

VARIED AMUSEMENTS

An Amateur Vaudeville Evening

MY HUSBAND and I had been invited out to so many parties that we wished to entertain in return, but were not so well provided with means to do so as were our more fortunate friends. The party we gave was a great success, nevertheless. The invitations were sent out over the telephone, and each guest was asked to wear a funny costume, as much as possible in the style of the grotesque vaudeville "artist," and a dozen special friends were asked to "perform."

We have a small house, with an archway between the parlor and the dining-room. We moved the chairs and the divan out on the side lawn and borrowed two hammocks, which, with our own, helped toward seating the guests; most of them, however, preferred to sit on rugs or the grass itself. We strung up a few Chinese lanterns, but as it was a moonlight night they were almost unnecessary.

The refreshments were lady-fingers and a very good temperance punch (lemonade made very strong and sweet, with the addition of a little strawberry flavoring, a can of sliced pineapple, an orange sliced thin, and plenty of effervescent water); we also placed a big cake of ice in the punch-bowl. The refreshments were put on a table on the lawn and the guests helped themselves.

The program consisted of songs, duets, recitations, monologues, etc., by the guests. One of our really

funny men was induced to announce the performers. One trio was announced as "the world-renowned family, the Signors Piano, Pianissimo and Pianola" —a kind neighbor had sent over her pianola and some music-rolls, and they helped out wonderfully. The performers used one end of the parlor for a stage, and most of the audience stood up; in true continuous-performance fashion, some of the audience stood outside on the porch or came and went "between the acts." One of the numbers was a song by the Florodora sextet. They had been given palmleaf fans with the words typewritten on paper and pasted on one side, so when memory failed they read their fans, and they used them again in the final dance.

After the performance ended half of the guests went home, while the younger ones made themselves at home on the lawn or in the parlor, and the pianola furnished the dance-music.

Our party cost about five dollars, and was truly a shining success.

ELEANOR WRIGHT JEWETT.

Brushing the Cobwebs from the Moon

This is fully as difficult a task as it may seem to be. It amuses players of all ages. To prepare for the game some one must first have cut out of heavy yellow paper, or drawing-paper that has been colored yellow, a huge half-moon, and through it innumerable long ends of yarn must have been thickly threaded with a needle. The moon is then suspended to a chandelier with ribbons or tapes. Those who "brush" it enter into a contest to strive to pull out the most cobwebs in three minutes, using the left hand only, and drawing out one at a time. When grown persons are playing the prize may most aptly be a pot of green cheese.

GRACE CAMPBELL MOORE.

Labor-Day Party

The invitations were written on white paper pasted on cardboard cut in the shape of spades, picks and other laborer's tools, and read as follows:

"You are invited to spend an evening at the home of Mrs. Blank on the workingman's holiday, Labor Day. Please bring your jeans and ginghams, for this is just a friendly gathering, and not a formal affair."

The members of the party entered into the spirit of the thing, and wore outing-clothes.

Each man was given a card containing the first half of an appropriate quotation, and each woman's card bore the second half. Below the quotation or sentiment the card had ten numbered spaces. The guests were then told that various workmen were scattered about the lawn in disguise, and that they were to guess at the craft of each, and to write their answers on the numbered spaces on their cards. On the trees on the lawn there were various small lanterns; these lamps lighted certain objects which formed the names of trades. For instance, under one lamp stood the small son of the house, with an old broomstick dressed like a Maypole to represent Mayson (mason). A child's toy car with the syllable "ter" written across the top with a pen which was stuck through the wood of the car, read "carpenter." A piece of brick and a picture of a hen read bricklayer. A rude pen-picture of a hod and a picture of a messenger-boy read hod-carrier. Any number of trades may be represented in the same way and the pictures may be cut from magazines or drawn rudely with a pen.

At the ringing of a bell the couples started in the direction of these little lamps, which were numbered. One couple went to lamp number 1, one to lamp number 2, etc. Five minutes were allowed to guess each riddle, then the bell was rung and the women moved from 10 to 9, 9 to 8, etc., while the men moved

from 1 to 2, 2 to 3, etc., thus changing partners each move. The young girls who acted as guides saw to it that no communication was held regarding the game with any one but one's own partner. When the game had been completed prizes were awarded.

The party were then rowed across the lake to a little wooded knoll which was fitted up with a small log shelter where our hostess was in the habit of spending her afternoons. A camp-fire was burning brightly, and each guest was given a long, forked stick, and an ear of corn to roast. There were also rye bread, cheese sandwiches and hot coffee. As we all sat about the fire one of the men told ghost stories while some of the girls made fudge. After an hour or two spent in this delightful spot we were rowed back to the house.

Our hostess bundled her guests into a large farm-wagon which drove down the country road, drenched in the moonlight, and deposited each one at his or her own house.

A. C. RUGGERI.

The Lighted Wedding Ring

A new and very pretty idea for a recent wedding anniversary dinner was the lighted wedding ring. It was a wooden ring somewhat larger around than a large dinner-plate and thick in proportion. It was brightly gilded so that it looked exactly like the usual gold circlet.

"The handy man about the house" can easily make one. The best way is to make it in two half rings and glue the parts together. In the upper edge little borings are made for the insertion of tapers. The tapers tell the years, as on a birthday cake, although for a first anniversary twelve tapers might be used, indicating the twelve months.

Two pieces of wire are secured to the inside of the ring by tiny screw-rings, stretched tightly and crossed.

At the exact center these wires are fastened together by a long piece of wire, the other end of which is attached to the chandelier. The wires do not show, as the ring is hung just a little space above the flowers in the center of the table. The chandelier is twined about with drooping sprays of smilax, one spray twining itself accidentally (?) about the center wire, effectually concealing it. The ring thus appears suspended by magic. IDA BUNCE SAMMIS.

Sentence-Forming Fun

Each person participating in this game was supplied with a sheet of paper on which was a list of words, ten or twelve in number. Each person then wrote a few words before or after each of the ten given words, in such a way as to make a sentence. For example (the *italicized* words were the original ten):

awed by the
Sultan, whose appearance was
unusual, the people
dwindle to the
thatched and lowly
huts, where
spices and gold
inset with jewels, as well as
politeness, were unknown to the
crawling people.

The idea was to make as much sense as possible out of the given words, and this is sometimes hard to do, as there is often no connection between them. It is a good idea to have a spelling-book at hand when preparing the list, otherwise there may be a tendency to choose words which belong together, making it too easy to make a sentence, and thus spoiling the fun in the game.

After all had finished writing the sentences were read aloud and compared, and the person who wrote

the best sentence was presented with a book. The booby prize was a small grammar.

MINCHEN RUSACK.

A Recipe Party

At a gathering of women of different ages and tastes this form of entertainment proved interesting. Each guest was requested to bring her favorite recipe. The result was a queer collection, from cosmetics to the daintiest of desserts. Then each in turn read her recipe, not giving its name, while the others wrote upon cards furnished them the name they thought should belong to the recipe. As the recipes were read they were copied in a dainty booklet, given as a prize to the one who guessed correctly the largest number of names.

Each lady's copy of her recipe was then cut into halves and shuffled with other halves. Two halves—of different recipes—were returned to each of the contestants, the hostess asking that they make original recipes from the ingredients called for on the odd halves. She remarked that all of the ingredients named need not be used, but that no additional ones would be allowed.

In another test of originality the hostess had some lists prepared of such things as the housewife occasionally finds in her larder when the marketing has been neglected. One list was given to each guest. She was told to imagine herself in the following embarrassing situation: unexpected company has arrived and luncheon must be served; no market or grocery is accessible; the luncheon must be prepared from the supplies which are in the house, namely, the things mentioned in the list. The privilege was allowed to all of using flour and seasonings and of adding a beverage.

One woman's list was as follows: "Some cold

roast beef, a dry loaf of bread, a box of salt wafers, butter, cream, salad dressing, one banana, head of cabbage, some cucumber pickles and a little left-over peach pickle."

She arranged the following: "Whipped a pint of the cream and stirred into it the one banana mashed to a pulp, adding a little sugar, and one teaspoonful of gelatine dissolved in as little water as was possible. I set it on the ice to stiffen. The meat I chopped, seasoned highly and mixed with cream sauce; then I put it into toast shells, made from very thick slices of the bread with the centers scooped out. The cabbage and the cucumbers and peach pickles I chopped fine and mixed with the dressing, making a delicious salad." E. D. Innis.

HALLOWEEN FUN

Fortune's Wheel

AT A MERRY Halloween party the game of Fortune's Wheel was played. The guests were formed into a circle sitting two feet apart. An eighteen-inch hoop, with gay ribbon spokes and a bunch of violets and sleigh-bells for the hub, was started by one of the players, the one sitting next giving it a push and sending it on to his neighbor, and thus around the circle. The wheel should not roll fast, and as it goes around all should chant:

"Fortune's wheel—oh, speed along;
As we sing this mystic song,
Give happiness, fame, power and wealth,
True love, long life, good friends and health,
Success in business, music, art,
And—best of all—a merry heart."

If a player fails to touch the wheel as it passes, or sends it into the middle of the ring instead of sending it to his neighbor, or if the wheel falls at his feet, his fortune is deferred for that year, and he leaves the ring. The game keeps on until one player remains who will be given all the gifts in the power of the fickle goddess to bestow. If the players are at all skillful the wheel can be kept rolling for some time.

MARIE EULALIE MORAN.

Jolly Forest Halloween

A girl who lives in the suburbs invited her city friends out to a Halloween frolic in an imitation

forest. The furniture, pictures and bric-à-brac were removed from the rooms. The floors were strewn with leaves, and branches of autumn leaves decorated the walls, doors and windows. Boughs of brilliant oak screened the upper part of the sideboard and ferns and vines the lower. Fern leaves covered the marble shelf, and on it were straw trays of apples. Jack-o'-lanterns lighted the rooms—pumpkins of all shapes and hues carved into grotesque faces of varying expressions, and lined with red and green tissue-paper, a little glow-lamp burning inside each lantern.

When supper was announced the guests were surprised on entering the dining-room to be invited to the pumpkin patch—a row of little pumpkins in a corner. Closer inspection showed a pumpkin marked by a tag for each guest. When seated around the log fire they found that each pumpkin contained a picnic luncheon wrapped in waxed paper and also a paper napkin printed with autumn leaves. Bright new tin-cups were passed and coffee was served from the big tin pot on the hearth. Then apples were roasted and corn popped.

Later in the evening the "Nut-witch" held court in a leafy bower and distributed nut fortunes to the curious. This witch was dressed in orange and brown, and had a brown splint basket filled with nuts of different varieties, each containing a fortune or prophecy written on a bit of paper. The "Nut-witch" also read the palms of those who wished to peer more deeply into the mysteries of Fate.

A Halloween Housewarming

A young couple gave a Halloween housewarming to their friends. Pumpkin Jack-o'-lanterns with staring eyes and wide-open mouths lighted the way from the road to the house and hung in the bushes in the garden.

To give full scope for the Halloween rites the parlor and dining-room furniture had not yet been moved into the house. There were plain kitchen wooden chairs and a table of planks instead. Shaded lights peeped out from autumn vines and leaves, bunches of leaves, chrysanthemums and berries drooped over the mirrors and pictures, while leaves, cornstalks and boughs hid the corners of the rooms. A gipsy kettle held cool fruit punch, tin dippers being tied to the poles. A pine tree was thickly hung with bright red apples. From this tree the guests gathered the apples for the Halloween games.

Supper was served on the wooden table decorated with autumn flowers and leaves. At each wooden plate there was a paper napkin in a carrot ring. Oysters were served from pumpkin shells, the chicken salad was in individual cases of hollowed-out turnips, while purple cabbage bowls held pickles and crackers, and squash boats the bread-and-butter sandwiches. The ice cream was tinted orange and frozen in melon moulds, making very presentable pumpkins, and it was but the work of a few minutes to add the eyes and nose of candied cherries and the citron teeth just before serving. A fortune cake, containing a thimble, a ring and a dime, was brought on with the cream, the cake being iced, and fancifully decorated with nuts and candied fruits.

The Spinning Wheel

A Wheel of Fortune will furnish much fun at a Halloween gathering. Cut a large pasteboard disk and paint it to represent a wheel. Fasten with a nail on a large wooden board to turn easily. Draw a circle outside the wheel and paint numbers around it. This wheel is presided over by a gipsy or witch in costume. She has a large, rustic basket filled with fancy envelopes, each numbered and containing a fortune in verse. The guests in turn give the wheel a

spin, and receive from the presiding genius an envelope with the number corresponding to the one before whom the wheel stopped.

A Halloween Weight Test

A special room is set apart for the weighing-machine, which may be borrowed for the occasion. This room should be decorated appropriately, containing a sufficient number of pumpkin lanterns hanging over the machine to enable the guests to ascertain their respective weights.

The guest whose weight is determined by three even numbers may look for a life of good fortune; three odd numbers are unlucky. The highest even number means wealth; the one whose number represents any multiple of five will win health. A number containing a figure 2 and a cipher in conjunction signifies a journey; the number 4 proves you are a favorite, while the appearance of number 8 brings three immediate pleasant surprises. Two odd numbers in conjunction with a cipher signifies the failure of a pet scheme; the number 9 appearing in the sum total of pounds means a coming letter. A 6 means an invitation within two weeks from a man friend. The number 3 denotes a gift.

A preponderance of ciphers signifies fruitless quests. Thirteen added to a cipher brings keen disappointment in one's dearest wish. The number 7 brings continued happiness, and if one weighs one hundred and seventy-seven pounds he must necessarily become a humorist.

MARY ESTES.

A Mystic Halloween Party

A number of college girls, famed in their university town for their originality, provided from "something old" that "something new" which is forever in demand.

Each man who accepted the invitation to the "Mystic Party" was given on his arrival a padlock fashioned from cardboard on which was lightly sketched a lock, and beneath the lock these lines were written:

"Here's the padlock; find the key,
And learn what Fate's prepared for thee."

Obedient to the rhymed instructions, the owner searched for the girl whose cardboard key fitted his lock.

When all had found their keys the fun began, for beneath that cardboard cover were sheets of paper containing instructions for the evening—and on each page each man found a girl's name. When a bell was struck he took the girl the first page called for and followed instructions; then the others in turn, and so on to the end. Following are samples of the instructions:

PAGE I

Take Miss Smith out to the spring
Which eternal youth will bring;
Tonight the fairy in her bower
Gives the drink of magic power.

PAGE II

Go take Miss Leslie to the cave
Where dwells the wizard wise and grave;
His telescope's far-reaching eye
Will read your fortune in the sky.

PAGE III

With Miss Black, but not alone,
Go to the Sibyl's mystic home;
Past and future she can see
In her magic cup of tea.

PAGE IV

Take Miss White into the bower,
Where Ophelia, with a flower
Opening wide Fate's golden door,
Tells what Cupid has in store.

PAGE V

Take Miss Green, and well defend her
From the wicked Witch of Endor,
Who for love, and not for gold,
Will thy future fate unfold.

PAGE VI

Awful, last and best of all,
Take Miss Canby to the ball,
"Mystic Chamber" named;
Let twenty enter at the door,
Clap your hands three times or more,
Wait the answer strange.

PAGE VII

When it's twelve by the clock
Turn the latch-key in the lock;
Take the sweetest girl you know,
Say "good-night," and home you go.

The first, the "Spring of Perpetual Youth," was a large crock surrounded with moss, in a moss-covered well-sweep. From this spring two little girls dressed as fairies served fruit punch.

The next was "A Famous Astrologer" in a booth like a hermit's den. He was dressed in a flowing robe and wore a false wig and whiskers. About him were charts and diagrams and a telescope, by means of which he told fortunes. For a light, alcohol poured over salt was used; for a telescope, a field glass. He began by asking each one his or her age.

The "Sibyl of Terefia" told fortunes with tea-grounds. She was dressed in a fantastic flowing robe.

"Ophelia" told fortunes in a white tent covered with autumn leaves. On her arm hung a basket of flowers from which the visitor must make a choice; then she repeated the verse applicable to each one.

The "Witch of Endor" told fortunes by means of cards. Her booth was red and black arranged in gipsy fashion. She was a real gipsy.

The "Mystic Chamber" came last. This was the dining-room. The guests, according to the rules, "clapped their hands three times, no more," and two boys appeared, dressed as Oriental slaves in black bloomers with yellow turbans and sashes; they served the refreshments, which consisted of ice cream and cake. Every one sat Oriental fashion on cushions on the floor, which was covered with a great rug. The center was an artificial pond—a tub completely surrounded by plants and moss.

The electric lights were covered with red tissue-paper and the newel-post in the hall masqueraded as a tall and sheeted ghost.

ELIZABETH BURROUGHS.

Fortune Hunting

From a sheet of black paper cut a large figure of a witch, with a cat just in front of her, mounted on a broomstick. Have this figure pinned to the center of a sheet, which is to hang at one end of the room. Have written on slips of paper (as many as there are guests) some clever fortunes, in rhyme, and place them in small envelopes. Pin these promiscuously over the sheet, placing those promising the brightest future nearest the witch. When all is ready let each guest in turn be blindfolded, turned about several times, and allowed to seek and find his fortune by touching the sheet with the end of a small broomstick. The envelope nearest the point he touches will be his.

Do not remove the envelopes until everybody has finished, but pin each one's name (written on a slip of paper) to the spot where he touches the sheet, to keep tally. If prizes are given let the one who secures the fortune which is placed in the witch's outstretched hand receive an appropriate volume, such as "The Fortunes of Oliver Horn" or "The Queen of the Air."

BERTHA C. THORNE.

CHRISTMAS IDEAS

Santa's Housecleaning

THE invitations were sent direct to the children from Santa Claus in the following form:

Santa Clause invites ——— to help him clean and put in order his cupboard on Christmas Eve. Some toys have been mislaid, and Santa Claus offers a prize to the child who finds the oldest mislaid gifts.

He also invites you to lunch with him on snowballs and ice at his home near the North Pole.

All the decorations were white. The cupboard was made of boxes of all sizes, and gifts were hidden in them. Strips of white outing flannel were tacked in front of and inside the boxes to help screen the gifts. A curtain was drawn before the cupboard while the search was going on, so as to have but a dim light to search by. There were any amount of pockets hidden in the top and sides, and there were some old-fashioned toys hidden. These were searched for more eagerly than the newer ones. Some were found marked with the names of the children's older brothers and sisters, and these, of course, were given to the younger ones. One little girl found an old-fashioned doll with her mother's name on it, and she still takes pride in the doll "that mamma should have had."

Santa Claus's house was an arch in white beside a white pole. The table was all white, and around it were made little seats shaped like snowbanks and covered with white outing flannel or sheet wadding. The

sheet wadding glistened like snowbanks in very cold weather. The snowballs were little cakes and cream puffs covered with white icing. Rock candy was the ice, and there was also ice cream.

Among the white decorations were hung icicles of glass (glass pendants from a hanging lamp), and there were also white candles among the decorations. The white draperies consisted of sheet wadding, outing flannel and cotton. All of this was entirely new to the children, and they pronounced it much more jolly than a Christmas tree.

MRS. LUKE CONNEALLY.

From a City to a Country Girl

The most appropriate gift I saw last Christmas was given by a city girl to a country cousin. The box reached its destination Christmas Eve. When the ugly outer wrapping had been ripped off, a pasteboard box tied with bright red ribbon was disclosed, and under its lid a collar-case made of two pieces of pasteboard covered with blue silk and caught together at one edge was found. The girl opened it and laughed. "Just what I've been longing for—a turnover collar set in Hardanger. Oh! and a collar of English embroidery and two tuckers."

The country girl wished in her heart that she could make Hardanger collars; she wouldn't in the least have minded the work. And then her mother suggested that there was something else in the box, and the good fairy who answers girls' "wishes in their hearts" around about Christmastime answered this girl's; because in the next layer of the box she discovered the queerest kind of a book. Its cover was blue cretonne, covering pasteboard, and in it were pasted pages cut from the magazines filled with ideas for and designs of collars. But that was not all—the book also contained several pamphlets on Hardanger, English cut embroidery and cross-stitch work

—any fancy-work book will give these—with designs for turnover cuffs and front pieces; and at the end of the book were two pages with ideas gleaned by the city cousin from the town shop counters.

The country girl's eyes danced. Oh! if now she could only rake up some materials. Again she wished, and again the Christmas fairy must have granted her unspoken wish, for in the bottom of the box was a blue cretonne bag filled with many remnants, scraps, odds and ends of linen, lawn, ribbon and lace, and some pieces that the country girl guessed were not quite "odds and ends."

And last, in the very, very bottom, answering an even unthought-of wish, was a blue linen floss-holder with red, white and three blues in mercerized cottons, and skeins of blue and pink silk, and a book of embroidery needles. ELIZABETH SLEVIN.

The Country to the City Girl

A country girl who has more time and ingenuity than money sent the following list of gifts to relatives in the North:

To a city cousin who entertains lavishly she shipped a large box containing a dozen small cedar trees not over a foot high, all trimmed to the same size and shape; one dozen flower-pot covers made of screen wire covered with lichens and lined with heavy gray wrapping-paper; a box of moss, the kind that looks like miniature trees; twelve small star-shaped baskets fashioned from screen wire and lichens, lined with scarlet crêpe paper, having sprays of holly tied to the handles with red ribbons; a dozen cards cut from heavy water-color paper tinted with water-colors, representing five large holly leaves arranged to form a star, clusters of the scarlet berries painted in the center, and appropriate quotations lettered in gold on the leaves; a big bunch of mistletoe, and every crack and crevice filled with sprays of holly,

and a large star made of screen wire filled with everlasting flowers that had been colored a rich red.

Then she sent the following suggestions: Use the little trees as favors, setting them in flower-pots, using the covers and moss, and decorate with inexpensive Christmas-tree ornaments. The baskets are for bonbons and a card for each place, also a small bouquet of mistletoe and holly tied with red ribbon. The star on a bed of holly is for a centerpiece.

MRS. J. W. KING.

Christmas Flower-Gardens

A small boy sent as gifts to five cousins last Christmas five small packages looking exactly alike. When unwrapped they proved to be wooden boxes, neatly made, stained with a dark green stain and trimmed with strips of bark. Each box was filled with earth, in which was stuck a placard, one side of which read: "Wait for me!" and the other, "Christmas Greeting from Harold." The children guessed the puzzle and put their boxes in a sunny window, watering them faithfully, with the result that in a few weeks there were five small flower-gardens filled with lusty blossoms.

C. BEAUMONT.

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